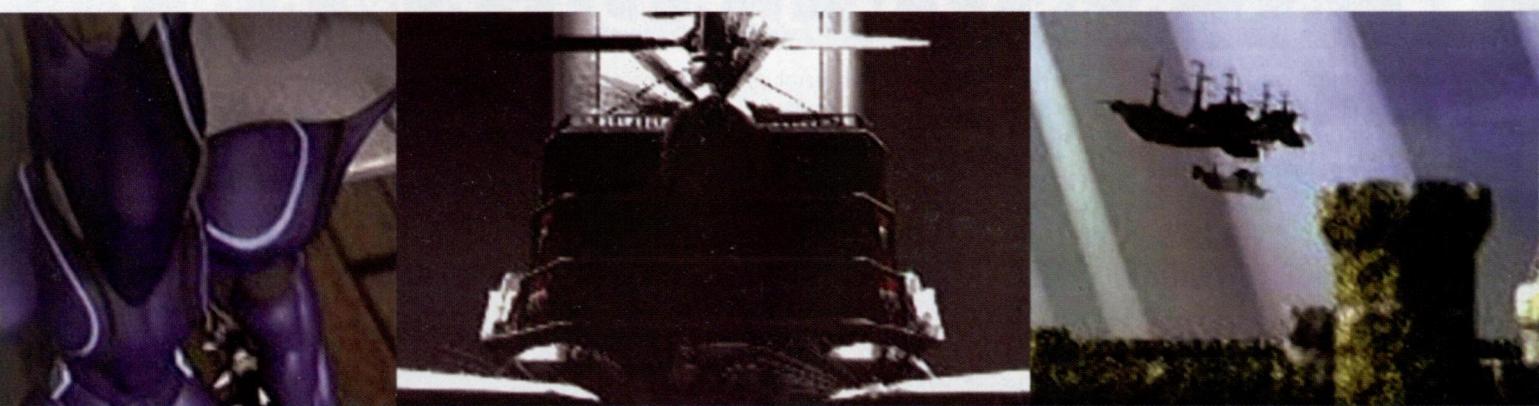


FINAL FANTASY CHRONICLES™

OFFICIAL STRATEGY GUIDE

FINAL FANTASY IV®



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INTRODUCTION

What a truly great honor it is to write strategies for these two incredible games! Both are established classics in the RPG genre, and are still sought out and referred to even in these days of high-tech 3D and massive polygon counts.

This portion of the guide covers *Final Fantasy IV*. This game was originally released in Japan several years ago as *Final Fantasy IV Hard Type*. So please prepare for a very challenging experience!

How is the game more challenging? In most RPGs, combat takes place in "rounds". Usually in a round, all the characters get to go, and then the enemies. But in this version of *Final Fantasy IV*, the enemies get to attack each of your characters' "turns". So for each battle command you enter, the entire enemy party gets to attack your party. By the time you reach your third turn, your entire party might be in sore shape.

The key to beating this game is character level. As the heroes gain experience points and attain new levels, their strength, combat speed and other statistics will rise. So if you have entered a new area and the regular enemies seem incredibly difficult, just keep wandering the area having random battles until the fights aren't so tough. When the enemies stop "Ambushing" and "Back Attacking" you, it's a good sign that your characters have reached a more comfortable level for moving ahead.

The worst thing you can do is plunge ahead and try to beat this game quickly. Follow our "Suggested Levels" listed at the start of each new area that has enemies, and try to reach that level before entering.

Other than that, I'd like to mention what an honor it is to write the strategy guide for the game that truly started the whole *Final Fantasy* phenomenon! With the release of this game, the hype really took off. You'll be happy to learn more about the importance of magic and the Crystals to the overall story, which are mentioned only briefly in the recent games. RPG players everywhere can gain a greater understanding of the roots of this fantastic game series, and I'm really glad that our friends at Squaresoft have decided to release this more challenging version of the game on these shores.

CHARACTERS

CECIL

Cecil is commander of Baron Kingdom's fleet of military airships, the Red Wings. He started as a platoon leader of the Baron Army, during which time his strength was recognized. Under the king's orders, he trained to master the dark sword and became a dark knight. Around the same time, Baron's first Royal Air Force was established, and the king appointed Cecil captain of the fleet.

Orphaned at a young age, Cecil's growth is attributed mostly to his natural ability. The king of Baron adopted him when he was two and raised him. Cecil entered Baron's military academy with schoolmate Kain upon graduating secondary school.

BIRTHPLACE:

Unknown

AGE:

20

CLASS:

Dark Knight

KAIN

Kain is commanding officer of the dragon knights, also known as the dragoons, a crack military squad noted for their abilities to control dragons and fight in the air. Making full use of their power, the dragoons reigned supreme for a long time among Baron's military ranks, until the invention of the airship.

Kain lost his father, who was also a dragon knight, at a young age. He claims that being a dragoon makes him feel closer to his father. Kain is a man who takes great pride in his heritage.

BIRTHPLACE:

Baron

AGE:

21

CLASS:

Dragoon

ROSA

Rosa grew up with Cecil and Kain. She was born and raised in a noble family, receiving special education in archery at a tender age. Now an expert, she is second to none with projectiles. As one of Baron's white mages, she heals the sick and wounded.

Rosa chose to become a white mage because of her feelings for Cecil. Just as her mother and father fought together in their youth, she wishes to fight alongside the dark knight.

BIRTHPLACE:

Baron

AGE:

19

CLASS:

White Mage

CID

Cid is the inventor of the airship. Passionate about the skies, he deciphered the ancient writings of Baron and learned the ancient skill of "Levitation." He combined this skill with his theory of aeronautics, and eventually developed an airship. Being an honest craftsman, Cid is disgruntled that his creation is used for military purposes. Yet under imperial commendation, he is appointed chief airship engineer.

Cid has lived alone with his daughter since his wife passed away. He treats Cecil like a son, and often took the lad for rides on his airships in the past.

BIRTHPLACE:

Baron

AGE:

54

CLASS:

Engineer

RYDIA

Rydia is a summoner of Mist Village. When she was born as a summoner of pure blood, the occasion was celebrated by the entire village, and she was raised with care by everyone. She possesses the remarkable ability to summon monsters and deities. Typically young girls make far more powerful summoners than adults, because entities of the Land of Summons tend to be more trusting of those who are pure of heart. Rydia's innocence helps maximize her ability.

BIRTHPLACE:

Mist

AGE:

7

CLASS:

Summoner

TELLAH

Tellah now lives in Kaipo, but he spent his younger days as a famous sage in Mysidia. With his intelligence, he managed to decipher numerous ancient magic scrolls. But one day he completely lost control of his magic, and injured many mages as a result.

In repentance, Tellah left Mysidia. Eventually marrying an ordinary girl from a nearby village, he was blessed with a daughter named Anna. Since his wife's death years ago, Tellah has devoted all his attention to Anna. He has a tendency to lose his head when it comes to his daughter. Over time, he has forgotten most of his magic.

BIRTHPLACE:
Mysidia
AGE:
60
CLASS:
Sage

EDWARD

Edward is the prince of Damcyan, heir to become the seventh king of the region. Reared in an indulgent royal family during peaceful times, Edward grew up to be a mild-mannered young man.

As a Damcyan royal, it is important to excel in recitation and business skills. Edward has been blessed with a talent for oration, and he is admired by the citizens of the kingdom. Yet he shows no interest in business or wealth. He leaves his kingdom for a while and wanders the world as a minstrel.

BIRTHPLACE:
Damcyan
AGE:
24
CLASS:
Bard

YANG

Yang is a taciturn, composed man who is the leader of the monks of Fabul. He has trained intensively from an early age and become the most powerful martial artist among his peers. Yet he doesn't bask in his glory, which makes him a character of high repute.

BIRTHPLACE:
Fabul
AGE:
35
CLASS:
Monk

PALOM & POROM

Long ago, magic was sealed away by a wise man. Hence, learning magic was considered a Herculean task. The twins Palom and Porom studied different types of magic from an early age. They both learned at an incredible pace, like the wizards of ancient times. Their parents were astounded at their talent, and decided to place the children under the tutelage of the village elder.

Palom is a restless and slightly ill-mannered youth, almost always up to mischief. He is often punished for playing pranks on the village elder. Porom, calm and well-mannered, assumes the role of the older sister and often scolds Palom for his behavior. The village elder is fond of them both, and has a lot of confidence in their abilities.

BIRTHPLACE:
Mysidia
AGE:
5
CLASS:
Palom: Black Mage
Porom: White Mage

EDGE

Edge is the royal prince of Eblan, and the only successor to the throne. A brash and confident young man, Edge hates losing at anything or feeling restrained in life. But beneath his intense exterior lies a kind-hearted personality. With a resolute sense of justice, he is not easily manipulated by strong individuals. This enduring spirit makes him popular among the masses. He possesses all the necessary qualities to be king.

BIRTHPLACE:
Eblan
AGE:
26
CLASS:
Ninja

FUSOYA

FuSoYa is an entity of unknown origin. This creature somehow knows everything: the terrible battles that pervade the earth, the dark conspiracies of a villain, and the distress of a young man's heart filled with destiny. He observes the conflict between two key figures, which will ultimately unseal the legendary path.

BIRTHPLACE:
Unknown
AGE:
Unknown
CLASS:
Lunarian

MAGIC SPELLS & SUMMONS

Spells are learned by mages, sages, and paladins as they increase in level. Summons are learned only by summoners, namely Rydia. They call upon an entity to aid the party in some way, such as fighting for or healing them. Some summons require certain items to be obtained before Rydia can learn them.

Spells and summons require MP (Magic Points) to cast. They can all be cast in battle as long as MP remains. Some spells can be cast outside of battle to remove status impairments or heal wounds. MP can be replenished by resting in a Tent, a Cabin, or at an Inn. Ethers can be consumed to replenish MP as well, but are best reserved for emergency situations or boss fights.



CHARACTER KEY	
C	Cecil
R	Rydia
T	Tellah
E	Edward
Y	Yang
F	FuSoYa
Ro	Rosa
Pa	Palom
Po	Porom
Cd	Cid
Eg	Edge

Each spell requires a certain amount of time to cast. Some spells can only be cast on one character or monster, but some can be cast on the whole enemy party or the whole hero party. To select multiple targets, first select one character or enemy, then press left or right on the directional buttons until cursor hands point to every character or enemy in the party. When spells are cast on multiple targets, the effects are diffused among those targets. This means that if a Cure spell is cast on multiple targets, everyone will regain less HP than if the spell were targeted at one party member alone. Likewise, the effect of support magic will be shorter in duration when cast on multiple targets.

BLACK MAGIC

OFFENSIVE

NAME	MP	EFFECT	CASTERS	TARGET
Bolt1	5	Lightning elemental damage.	R/T/Pa/F	Single/Mult.
Bolt2	15	Stronger lightning elemental damage.	R/T/Pa/F	Single/Mult.
Bolt3	30	Strongest lightning elemental damage.	R/T/Pa/F	Single/Mult.
Fire1	5	Fire elemental damage.	R/T/Pa/F	Single/Mult.
Fire2	15	Stronger fire elemental damage.	R/T/Pa/F	Single/Mult.
Fire3	30	Strongest fire elemental damage.	R/T/Pa/F	Single/Mult.
Ice1	5	Ice elemental damage.	R/T/Pa/F	Single/Mult.
Ice2	15	Stronger ice elemental damage.	R/T/Pa/F	Single/Mult.
Ice3	30	Strongest ice elemental damage.	R/T/Pa/F	Single/Mult.
Venom	2	Gradually decreases HP.	R/T/Pa/F	Single/Mult.
Bio	20	Non-elemental damage. Gradually decreases HP.	R/T/Pa/F	Single/Mult.
Stone	15	Causes Petrify.	R/T/Pa/F	Single/Mult.
Wind	25	Powerful wind causes critical damage.	R/T/Pa/F	Single
Quake	30	Earthquake causes earth elemental damage.	R/T/Pa/F	Multiple
Death	35	KO's target instantly.	R/T/Pa/F	Single
Flare	50	Causes damaging explosion.	R/T/Pa/F	Single
Meteo	99	Causes a meteor shower that damages enemies.	R/T/Pa/F	Multiple

SUPPORT

NAME	MP	EFFECT	CASTERS	TARGET
Psych	0	Absorbs target's MP.	R/T/Pa/F	Single
Piggy	1	Transforms target to pig, or restores state.	R/T/Pa/F	Single/Mult.
Toad	7	Transforms target to toad, or restores state.	R/T/Pa/F	Single/Mult.
Sleep	12	Puts target to sleep. Attack to wake.	R/T/Pa/F	Single/Mult.
Stop	15	Prevents action.	R/T/Pa/F	Single
Drain	18	Absorbs target's HP.	R/T/Pa/F	Single

OTHER

NAME	MP	EFFECT	CASTERS	TARGET
Warp	4	Warps party up one level in dungeon.	R/T/Pa/F	Multiple

NINJA MAGIC

Only Edge can use Ninja magic.

OFFENSIVE

NAME	MP	EFFECT	TARGET
Flame	15	Engulfs enemy in fire.	Multiple
Flood	20	Causes tsunami that damages enemies.	Multiple
Blitz	25	Calls down lightning to damage enemies.	Multiple

SUPPORT

NAME	MP	EFFECT	TARGET
Pin	5	Pins target, temporarily prevents it from acting.	Single
Image	6	Creates target's double, raises evasion rate.	Single

OTHER

NAME	MP	EFFECT	TARGET
Smoke	10	Creates smoke to help allies escape.	Multiple

SUMMON MAGIC

Only Rydia can use summon magic.

RECOVERY

NAME	MP	EFFECT	TARGET
Asura	50	Randomly casts Armor, Cure3, or Life1 on allies.	Multiple

OFFENSIVE

NAME	MP	EFFECT	TARGET
Imp	1	Attacks enemy with ImpPunch.	Single
Chocb (Chocobo)	7	Attacks enemy with Chocobo Kick.	Single
Bomb	10	Damages enemy with an explosion.	Single
Mage	18	Attacks the enemy with Blast.	Single
Mist (Mist Dragon)	20	Attacks all enemies with mist.	Multiple
Cocat (Cocatris)	15	Petrifies enemy with Gorgon attack.	Single
Ifrit	30	Damages all enemies with fire.	Multiple
Shiva	30	Damages all enemies with ice.	Multiple
Ramuh	30	Damages all enemies with lightning.	Multiple
Titan	40	Damages all enemies with an earthquake.	Multiple
Odin	45	KO's all enemies. (Not guaranteed.)	Multiple
Levia (Leviatan)	50	Damages all enemies with Tsunami.	Multiple
Baham (Bahamut)	60	Damages all enemies with MegaFire.	Multiple

SUPPORT

NAME	MP	EFFECT	TARGET
Sylph	25	Absorbs enemy HP, transfers to all allies.	Single

TWIN MAGIC

Only Palom and Porom combined can use Twin magic. Both must be alive, in the party, and have enough MP in order to use it.

OFFENSIVE

NAME	MP	EFFECT	CASTERS	TARGET
Pyro	10	A weaker version of Flare.		Multiple
Comet	20	A weaker version of Meteo.		Multiple

WHITE MAGIC

RECOVERY

NAME	MP	EFFECT	CASTERS	TARGET
Cure1	3	Restores some HP. Damages undead.	C/Ro/T/Po/F	Single/Mult.
Cure2	9	Restores more HP than Cure1. Damages undead.	C/Ro/T/Po/F	Single/Mult.
Cure3	18	Restores more HP than Cure2. Damages undead.	Ro/T/Po/F	Single/Mult.
Cure4	40	Restores more HP than Cure3. Damages undead.	Ro/T/Po/F	Single/Mult.
Esuna	20	Cures all status abnormalities except KO.	C/Ro/T/Po/F	Single
Life1	8	Cures KO.	Ro/T/Po/F	Single
Life2	52	Cures KO and restores maximum HP.	Ro/T/Po/F	Single

DEFENSIVE

NAME	MP	EFFECT	CASTERS	TARGET
Blink	8	Creates target's double, raises evasion rate.	Ro/T/Po/F	Single
Float	8	Levitate, avoid earth damage.	Ro/T/Po/F	Single/Mult.
Armor	9	Reduces physical damage received.	Ro/T/Po/F	Single/Mult.
Shell	10	Reduces magic damage received.	Ro/T/Po/F	Single/Mult.
Wall	30	Reflects magic back at caster.	Ro/T/Po/F	Single

OFFENSIVE

NAME	MP	EFFECT	CASTERS	TARGET
Holy	46	Causes tremendous damage.	Ro/T/Po/F	Single

SUPPORT

NAME	MP	EFFECT	CASTERS	TARGET
Hold	5	Stops target.	Ro/R/T/Po/F	Single
Mini	6	Shrinks target, reduces ATK and DEF.	Ro/T/Po/F	Single/Mult.
Mute	6	Causes Silence, prevents spell-casting.	Ro/T/Po/F	Single/Mult.
Charm	10	Causes Confuse, makes target erratic.	Ro/T/Po/F	Single
Dspel	12	Dispels magic defense status.	Ro/T/Po/F	Single
Slow	14	Increases delay between actions.	Ro/T/Po/F	Single/Mult.
Bersk	18	Raises ATK pwr. but character attacks only.	Ro/T/Po/F	Single
Haste	25	Decreases time between actions.	Ro/T/Po/F	Single

OTHER

NAME	MP	EFFECT	CASTERS	TARGET
Scan	1	Determines target's HP, MP, weakness.	C/Ro/T/Po/F	Single
Sight	2	Zooms out to view surroundings.	C/Ro/R/T/Po/F	N/A
Exit	10	Warps party out of dungeon or out of battle.	C/Ro/T/Po/F	Multiple

EQUIPMENT

The key to success in *Final Fantasy IV* is to equip your characters with the best weapons, shields, helmets, armor, and arm gear available. When you find new items while traversing dungeons and lairs, don't take another step until you've checked their advantages against those of your current equipment. Often you'll find it beneficial to equip a new item immediately.

FIGHTING EFFECTIVELY

When entering a new domain, always consult the Bestiary at the start of each new section of the **Walkthrough** chapter. Learn your enemies' weaknesses and be ready to exploit them.

During battle, you may encounter an enemy that is weak against "Projectiles." Luckily, you can change the weapons in your characters' right and left hands during battle using the "Item" command. Press up until you can see the currently equipped weapon, then replace it with something else from the inventory.

The strongest weapon or armor isn't always the best one to equip. For instance, if you are in an area with a lot of fire-breathing enemies, you should equip armor that reduces fire damage by half, even if it is low in Defense. Likewise, a weapon such as IceBrand is likely to damage fire-based creatures more effectively than even stronger knight or holy swords. Or if the monsters in the woods are inflicting the party with a myriad of status effects, equip armor, helmets, and arm gear that prevent different status ailments. Even if this armor is the weakest in your inventory, the party will still have an easier time if they're not all blind and mute!

WEAPONS

DARK SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Shadow	10	CDK	Shadow		
Dark	20	CDK	Shadow		
Death	30	CDK	Shadow, KO		

HOLY SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Legend	40	C	Holy	Spirit, Undead	
Light	99	C	Holy	Spirit, Undead	
Excalibur	160	C	Holy	Spirit, Undead	
Ragnarok	200	C	Holy	Spirit, Undead	

KNIGHT SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Ancient	35	C/K	Curse	Spirit	
BloodSwd	45	C/K	Absorb HP		
Mythril	50	C/K		Spirit	6000
Sleep	55	C/K	Sleep		
Flame	65	C/K	Fire	Ice, Undead	14000
IceBrand	75	C/K	Ice	Fire, Insect, Reptile	26000
Gorgon	77	C/K	Gradual Petrify		
Avenger	80	C/K	Causes Berserk when equipped		
Defense	105	C/K	Defense improves when equipped		

DAGGER

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Mythril	20	C/K/R/E/Pa/Eg		Spirit	3000
Dancing	28	C/K/R/E/Pa/Eg			5000
MageMash	35	C/K/R/E/Pa/Eg	Silence	Mage	
Knife	255	*N/A	Projec	Aerial	

NINJA SWORD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Kunai	25	Eg			4000
Ashura	32	Eg			7000
Kotetsu	40	Eg			11000
Kikuichi	48	Eg			
Murasame	55	Eg			
Masamune	55	Eg			

CHARACTER KEY

C	Cecil
CDK	Cecil as Dark Knight
K	Kain
Ro	Rosa
Cd	Cid
R	Rydia
T	Tellah
E	Edward
Y	Yang
Pa	Palom
Po	Porom
Eg	Edge
F	FuSoYa

AXE

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Dwarf	62	C/K			15000
Ogre	80	C/K		Giant	45000
VenomAxe	95	C/K	Poison	Giant	
Rune Axe	100	C/K		Mage	

SPEAR

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Spear	9	K	Projec	Aerial	60
WindSpr	55	K	Projec	Aerial	
FireSpr	66	K	Projec. Fire	Aerial. Ice. Undead	11000
IceSpear	77	K	Projec. Ice	Aerial. Fire. Insect. Reptile	21000
BloodSpr	88	K	Projec. Absorb HP	Aerial	
Gungnir	92	K	Projec	Aerial	
Dragon	99	K	Projec	Aerial. Dragon	
HolyLnce	109	K	Projec. Holy	Aerial. Spirit. Undead	

CLAW

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
BoltClaw	0	Y/Eg	Bolt	Water. Machine	550
IceClaw	0	Y/Eg	Ice	Fire. Insect. Reptile	450
HellClaw	0	Y/Eg	Poison		
CatClaw	0	Y/Eg	Sleep		
FireClaw	0	Y/Eg	Fire	Ice. Undead	350
Fairy	0	Y/Eg	Confuse	Giant	

HARP

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Dreamer	8	E	Sleep		
Lamia	18	E	Confuse		

HAMMER

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Wooden	45	Cd		Machine	80
Mythril	55	Cd		Machine. Spirit	8000
Gaia	65	Cd		Machine	

STAFF

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Staff	4	C/Ro/R/T/Po/F			160
Cure	8	C/Ro/T/Po/F			480
Mythril	12	C/Ro/T/Po/F		Undead	4000
Power	30	Ro/T/Po/F	Berserk		2000
Lunar	36	Ro/T/Po/F			7000
Sage	48	Ro/T/Po/F			
Silence	52	Ro/T/Po/F	Silence	Mage	

ROD

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Rod	3	R/T/Pa/F			100
IceRod	5	R/T/Pa/F	Ice	Fire. Insect. Reptile	220
FlameRod	7	R/T/Pa/F	Fire	Ice. Undead	380
Thunder	10	R/T/Pa/F	Bolt	Water. Machine	700
Lilith	13	R/T/Pa/F	Absorb HP		
Change	15	R/T/Pa/F	Pig		
FairyRod	30	R/T/Pa/F	Confuse		5000
Stardust	45	R/T/Pa/F			

WHIP

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Whip	20	R	Paralyze		3000
Chain	30	R	Paralyze		6000
Blitz	40	R	Paralyze. Bolt	Water. Machine	10000
FireLash	50	R	Paralyze. Fire	Ice. Undead	
Serpent	55	R	Paralyze	Dragon	

BOW

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
ShortBow	10	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	220
Crossbow	20	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	700
GreatBow	30	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	2000
Archer	40	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	3000
ElvenBow	50	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial, Mage	
Yoichi	60	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	
Artemis	80	C/Ro/Cd/R/E/Pa/Po/F	Projec	Aerial	

ARROW

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Medusa	1	C/Ro/Cd/R/E/Pa/Po/F	Petrify		
Brass	3	C/Ro/Cd/R/E/Pa/Po/F			10
Holy	10	C/Ro/Cd/R/E/Pa/Po/F	Holy	Spirit, Undead	20
Fire	15	C/Ro/Cd/R/E/Pa/Po/F	Fire	Ice, Undead	30
Bolt	15	C/Ro/Cd/R/E/Pa/Po/F	Bolt	Water, Machine	30
Darkness	20	C/Ro/Cd/R/E/Pa/Po/F	Darkness		40
Poison	30	C/Ro/Cd/R/E/Pa/Po/F	Poison		70
Mute	35	C/Ro/Cd/R/E/Pa/Po/F	Silence	Mage	100
Angel	40	C/Ro/Cd/R/E/Pa/Po/F	Confuse	Giant	110
Yoichi	50	C/Ro/Cd/R/E/Pa/Po/F			140
Artemis	75	C/Ro/Cd/R/E/Pa/Po/F		Dragon	

BOOMERANG

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Boomerang	20	Eg	Projec	Aerial	3000
FullMoon	40	Eg	Projec	Aerial	

NINJA STAR

NAME	ATTACK	WHO CAN EQUIP	ADDED EFFECTS	EFFECTIVE VS	PRICE
Shuriken	40	*N/A	Projec	Aerial	20000
Fuma	80	*N/A	Projec	Aerial	50000

*Knife, Shuriken, and Fuma cannot be equipped. Use them with Edge's Throw command.

SPECIAL WEAPONS

The following weapons can be used with the Item command during battle. Just as with general items like Potions and Ethers, each of these weapons will have an effect.

NAME	EFFECT
Sleep	Casts Sleep
Defense	Casts Armor
FireSpr	Casts Fire2
IceSpear	Casts Ice2
HolyLnce	Casts Holy
VenomAxe	Casts Venom
ElvenBow	Casts Shell
Dancing	Hurls a dagger at the enemy
Murasame	Casts Armor
Masamune	Casts Haste
Gaia	Casts Gaia, causing an earthquake
Rod	Fires an energy bolt at the enemy
IceRod	Casts Ice1

NAME	EFFECT
FlameRod	Casts Fire1
Thunder	Casts Bolt1
Change	Casts Piggy
FairyRod	Casts Charm
Stardust	Casts Comet
Lilith	Casts Psych
Staff	Cures Poison
Cure	Casts Cure1 on all allies
Mythril	Cures Paralyze, Sleep, Confuse, and Berserk
Power	Casts Bersk
Lunar	Casts Dspel
Sage	Casts Life1
Silence	Casts Mute

ARMOR

SHIELD

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
Iron	1	0	C/K/Cd		100
Shadow	1	0	CDK		
Demon	2	0	CDK		
Paladin	2	1	C		700
IceShld	3	2	C/K/Cd	1/2 Fire damage	10000
Flame	3	2	C/K/Cd	1/2 Ice damage	1250
Mythril	3	2	C/K/Cd		1000
Aegis	4	3	C/K/Cd	Petrify	20000
Diamond	4	2	C/K/Cd	1/2 Bolt damage	15000
Genji	5	3	C/K/Cd		
Dragon	6	3	C/K/Cd	1/2 Bolt, Fire, Ice Damage	
Crystal	7	4	C		

HEAD GEAR

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
Leather	1	1	All except CDK		100
Headband	1	1	All except CDK	Confuse	450
Feather	2	3	All except CDK		330
Iron	3	0	C/K/Cd		150
Bandanna	3	1	All except CDK		
Magus	3	5	C/Ro/R/T/Pa/Po/F		700
Shadow	4	0	CDK		
Hades	5	1	CDK		
Ninja	5	1	All except CDK	Sleep	
Wizard	5	7	C/Ro/R/T/Pa/Po/F		2000
Demon	6	1	CDK		980
Tiara	7	10	Ro/R/Po	1/2 Bolt damage	20000
Paladin	7	2	C		4000
Mythril	8	2	C/K/Cd		3000
Diamond	9	2	C/K/Cd	1/2 Bolt damage	10000
Ribbon	9	12	All except CDK	Prevents all status effects	
Genji	10	6	C/K/Cd/Eg		
Dragon	11	7	C/K/Cd	1/2 Bolt, Fire, Ice damage	
Crystal	12	8	C	1/2 Bolt, Fire, Ice damage	
Glass	30	0	All except CDK	Prevents all status effects	

BODY ARMOR

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
Prisoner	1	1	All except CDK	Sleep	
Clothes	1	0	All except CDK		50
Bard	2	1	All except CDK	Silence	700
Leather	2	1	All except CDK		200
Kenpo	3	2	All except CDK		4000
GaiaGear	3	3	C/Ro/R/T/Pa/Po/F	Petrify	500
Iron	4	1	C/K/Cd		600
Shadow	5	1	CDK		
Wizard	5	5	C/Ro/R/T/Pa/Po/F		1200
Hades	7	2	CDK		
Black	8	7	R/T/Pa/F		10000
Demon	9	3	CDK		3000
BlkBelt	10	3	All except CDK		14000
Paladin	11	3	C		8000
Sorcerer	12	9	C/Ro/R/T/Pa/Po/F	1/2 Bolt damage	30000
Flame	13	4	C/K/Cd	1/2 Ice damage	30000
Mythril	13	4	C/K/Cd		17000
PwrVest	15	0	All except CDK		
IceArmor	17	4	C/K/Cd	1/2 Fire damage	35000
White	18	10	C/Ro/T/Pa/F	Darkness	
Diamond	19	4	C/K/Cd	1/2 Bolt damage	40000
Minerva	20	5	Ro/R/Po	Paralyze	
Genji	21	7	C/K/Cd/Eg		
Dragon	23	8	C/K/Cd	1/2 Bolt, Fire, Ice damage	
Ninja	24	13	Eg		64000
Crystal	25	10	C	Darkness, Mini, Paralyze, Poison, Toad	
Adamant	100	20	All except CDK	All stats +15	

ARM GEAR

NAME	DEFENSE	MAG DEF	WHO CAN EQUIP	EFFECTIVE DEFENSE	PRICE
RubyRing	0	3	All except CDK	Pig	1000
Cursed	0	0	All	Absorbs Bolt, Fire, Ice	
Strength	2	2	C/K/Cd/R/Y/Eg		
Shadow	2	0	CDK		
Iron	2	0	C/K/Cd/F		130
IronRing	2	2	Ro/R/T/E/Y/Pa/Po/F		100
Hades	3	0	CDK		
Rune	3	8	Ro/R/T/E/Y/Pa/Po/Eg	Silence	2000
Demon	4	0	CDK		
Silver	4	4	Ro/R/T/E/Y/Pa/Po/Eg		650
Paladin	5	1	C		3000
GoldRing	6	8	Ro/R/T/E/Y/Pa/Po/Eg	1/2 Bolt damage	4000
Mythril	6	2	C/K/Cd/F		2000
Diamond	7	3	C/K/Cd	1/2 Bolt damage	5000
Genji	8	3	C/K/Cd		
Dragon	9	7	C/K/Cd	1/2 Bolt, Fire, Ice damage	
Crystal	10	7	C		
Zeus	10	0	C/K/Cd/R/Y/Eg	Mini	
Protect	10	12	All except CDK	1/2 Bolt, Fire, Ice damage	
CrysRing	20	12	All except CDK	Confuse, Paralyze, Sleep	

ITEMS

Items play a pivotal role in Final Fantasy IV. There are various types of items. Throughout the game, Recovery Items can be used to restore the characters' HP and MP and to remove status ailments.

Offensive Items are single-use weapons that can be used in combat against your enemies. Since they are not magic-based, their effectiveness is 100% guaranteed when used against the right enemies.

Many other items play a part in the story, and must be kept in the party inventory until such time as they are needed. In most cases, you will use these "event items" almost immediately, so it's not much of a concern.

INVENTORY MANAGEMENT

Your party is only capable of carrying a certain number of items. Each item slot can hold up to 99 of any item. But if you run out of spaces, you cannot collect or purchase any more items.

To avoid this, make frequent visits to the Chocobo Forests scattered around the world. There, move to the north side of the forest and search until you "smell chocobo in the air." Use a Gysahl, and the Fat Chocobo will appear. The Fat Chocobo will store any items that you don't want to sell or discard.

MONEY PROBLEMS

As you explore further in the game, you will realize that most armor and weapons need to be purchased from item shops, and cannot be found in dungeons or lairs. Sometimes the prices are rather exorbitant. To make money fast, sell off the items that you won't be using anymore. For instance, after Cecil becomes a paladin all his dark knight gear has no further use. You can sell these items for a good amount of money, to help you purchase the armor and weapons Cecil needs to be a successful paladin.

There are sneakier ways to make money. Check the "Item Duplication Trick" in the Secrets section for more details.

RECOVERY ITEMS

NAME	EFFECT	TARGET	PRICE
Alarm	Wakes up those who have fallen asleep during battle (cures Sleep).	Multiple	
Antidote	Cures those who have been poisoned (cures Poison).	Single	40
Cabin	Completely restores HP and MP. Cures all status ailments.	Multiple	500
Cross	Cures those who have been cursed (cures Curse).	Single	100
DietFood	Cures those who have become pigs (cures Pig).	Single	100
EchoNote	Cures those who have lost their magic ability (cures Silence).	Single	50
Elixir	Completely restores HP and MP.	Single	100000
Ether1	Restores some MP.	Single	10000
Ether2	Restores more MP than Ether1.	Single	50000
Eyedrops	Cures those who have become blind (cures Darkness).	Single	30
HiPotion	Restores more HP than Potion.	Single	150
Life	Cures KO and restores minimal HP.	Single	100
MaidKiss	Cures those who have become toads (cures Toad).	Single	60
Mallet	Cures those who have become small (cures Mini).	Single	80
Potion	Restores some HP.	Single	30
Remedy	Cures all status ailments except KO.	Single	5000
Soft	Cures those who have become petrified (cures Petrify).	Single	400
Tent	Restores some HP and MP. Cures all status ailments except KO.	Multiple	100
Unihorn	Cures status ailments that would otherwise disappear after battle (like Confuse and Berserk).	Multiple	
X-Potion	Restores more HP than HiPotion.	Single	

DEFENSIVE ITEMS

NAME	EFFECT	TARGET	PRICE
Illusion	Helps you to dodge attacks by creating your double.	Single	
MoonVeil	Stronger version of StarVeil. Lasts longer than StarVeil or Wall.	Single	
StarVeil	Reflects enemy magic. Lasts longer than the spell Wall.	Single	

OFFENSIVE ITEMS

NAME	EFFECT	TARGET	PRICE
Big Bomb	Stronger version of the offensive item Bomb.	Multiple	
Blizzard	Freezes the enemy with cold dragon breath.	Multiple	
Bomb	Causes fire damage.	Multiple	
Boreas	Stronger version of Notus.	Multiple	
Coffin	Kills the enemy instantly. Same effect as the black magic spell Death.	Single	
GaiaDrum	Causes an earthquake to damage enemies.	Multiple	
Grimoire	A book of summons that calls a random summoned creature.	N/A	
Inferno	Scorches the enemy with dragon fire.	Multiple	
Kamikaze	Sacrifices user's HP to damage the enemy by that same amount. User becomes KO'd.	Single	
LitStorm	Zaps the enemy with a dragon's lightning bolt.	Multiple	
Notus	Causes ice damage.	Multiple	
Stardust	Showers stardust that causes damage to any type of enemy.	Multiple	
ThorRage	Causes bolt damage.	Multiple	
ZeusRage	Stronger version of ThorRage.	Multiple	

SUPPORT ITEMS

NAME	EFFECT	TARGET	PRICE
Bacchus	Berserks the target so he/she attacks powerfully but uncontrollably.	Single	
Hermes	Raises agility. Same effect as the white magic spell Haste.	Single	
HrGlass1	Stops time for enemies, immobilizing them.	Multiple	
HrGlass2	Stronger version of HrGlass1. Enemies immobile for a longer time.	Multiple	
HrGlass3	Stronger version of HrGlass2.	Multiple	
MuteBell	Prevents the enemy from using magic by silencing them.	Multiple	
Silk Web	Spins webs around the enemy to hinder their mobility.	Multiple	
Succubus	Restores MP by absorbing target's MP.	Single	
Vampire	Restores HP by absorbing target's HP.	Single	

OTHER ITEMS

NAME	EFFECT	TARGET	PRICE
Ag Apple	Raises maximum HP by 50 points.	Single	
Alert	Alerts enemies to your presence and pulls you straight into battle.	N/A	
Au Apple	Raises maximum HP by 100 points.	Single	
Bestiary	Learn enemy HP and weaknesses.	Single	
Bomb	Teaches Rydia how to summon Bomb.	Single	
Cocatris	Teaches Rydia how to summon Cocatris.	Single	
EagleEye	Zooms out the screen to view surroundings.	N/A	100
Exit	Wraps you out of dungeons to the surface.	N/A	
Gysahl	Calls Fat Chocobo if used in an area where there is the smell of chocobo in the air.	N/A	50
Imp	Teaches Rydia how to summon Imp.	Single	
Mage	Teaches Rydia how to summon Mage.	Single	
Smut	Ooh la la!	N/A	
SomaDrop	Raises maximum MP by 10 points.	Single	
Whistle	Allows you to call Fat Chocobo from anywhere, except during battle.	N/A	20000

EVENT ITEMS

NAME	EFFECT
Adamant	A rare ore.
BaronKey	Unlocks a door.
BombRing	Ring with a Bomb's spirit dwelling inside.
Crystal	A mystic jewel with the power to seal evil.
DkMatter	Slows down the rate of damage caused by Zeromus's Big Bang attack.
Magma	An ordinary-looking stone.
Necklace	Necklace with the power to break a powerful seal.
Pan	Yang's wife's frying pan.
Pass	Pass to enter an exclusive place. Costs 10000 Gil.
PinkTail	PinkPuff's tail.
Rat Tail	A small tail.
SandRuby	A rare jewel that can cure desert fever.
TowerKey	Unlocks a door.
TwinHarp	Allows you to transmit your voice really far.

BEFORE THE ADVENTURE BEGINS

Before starting the walkthrough, read through these basics about the characters and the world in which they live:

DIFFICULTY



Even expert RPG players may find this version of Final Fantasy IV to be a challenge. When this game was originally released in Japan years ago, players could purchase either of two versions: Easy Type or Hard Type. The easy version was released in the US as Final Fantasy II, so this is the first time that Final Fantasy IV Hard Type is available to American players.

To combat the extreme difficulty, always equip your characters with the best armor and weapons available. Spend time between events wandering wilderness areas, leveling up your characters so that they are better able to meet the challenges ahead. Finally, save your game often, using the Memo feature. Just don't forget to save your data onto a memory card before shutting off your PlayStation!



STATUS ABNORMALITIES

During combat, your characters can sometimes have impairments inflicted upon them that reduce or eliminate their ability to continue fighting. Some status abnormalities disappear when the battle ends, but others must be removed manually by using the appropriate medicine or spell. All status effects can be removed by using a Cabin. Check the list of "General Items" in the Items section to see which medicines remove which status ailments.

Some spells, weapons, and items allow characters to inflict status abnormalities on enemies. Review all the tables in the Equipment section, and use status impairments to your benefit.

TIPS AND HINTS

Here's a quick and general list of how to keep your head above water in Final Fantasy IV:

Use the Row and Order commands effectively. Place low-HP magic users in the back row of the party formation, and place higher-HP fighters with better armor at the front. If you are Back Attacked and your rows are switched, press left on the directional buttons to display the "Row" command to swap positions.

Heal characters both in and out of battle. Use magic for this whenever possible, since MP can be replenished by visiting an Inn, Chocobo Forests, and other resources. Don't waste all your HiPotions and other rare medicines, which are more useful later in the game.

Use the "Psych" ability to acquire more MP if you run low. Black mages and sages all learn this ability.

Between each event, when you have a decent-sized party, you should roam the area and fight several random battles. Increase party levels to be ready for the challenges ahead. Have patience and invest time into your characters. Don't rush ahead.

There may be a better weapon to use in a particular battle, so don't hesitate to switch weapons. You can change what's in a character's hands and attack in the same turn, so use this to your advantage.

Constantly check the Bestiary at the start of each section. Know your enemies' weaknesses and exploit them. For example, when you encounter an enemy that is weak against "Projectiles," equip one of your characters with bow and arrows or with a spear.

Always equip your characters with the best armor available. Don't be stingy with your money, as there are ways to make more.

FURTHER TRAINING

If you need to know more, visit the Black Magic Lab and the White Magic Lab on level 1F of Castle Baron to learn about the different types of magic. For basic combat training, enter the Devil's Road building in the town of Baron and go down the stairs to enter the Training Room. Talk to all the people in these rooms and you'll have a better understanding of the game in no time.

SHOP LISTS

TOWN OF BARON*

SHOP	ITEMS	GIL
Weapon	Thunder (rod)	700
	Cure (staff)	480
	FireClaw	350
	IceClaw	450
	BoltClaw	550
Armor	Headband	450
	Kenpo	4000
	Silver (gauntlets)	650
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

*Weapon and Armor shops in Baron won't open until Cecil is a paladin.

MYSIDIA

SHOP	ITEMS	GIL
Weapon	IceRod	220
	FlameRod	380
	Cure (staff)	480
	Crossbow	700
	Holy (arrow)	20
Armor	Magus (hat)	700
	GaiaGear	500
	Silver (gauntlets)	650
	Paladin (shield)	700
	Paladin (helm)	4000
	Paladin (armor)	8000
	Paladin (gauntlets)	3000
Item	Potion	30
	HiPotion	150
	Life	100
	Soft	400
	EchoNote	50
	Antidote	40
	Tent	100
	Cabin	500

MYTHRIL VILLAGE

SHOP	ITEMS	GIL
Weapon	Mythril (staff)	4000
	Mythril (dagger)	3000
	Mythril (hammer)	8000
	Mythril (sword)	6000
Armor	Mythril (shield)	1000
	Mythril (helm)	3000
	Mythril (armor)	17000
	Mythril (gauntlets)	2000
Item	MaidKiss	60
	Mallet	80
	DietFood	100

KAIPo

SHOP	ITEMS	GIL
Weapon	Rod	100
	Staff	160
	ShortBow	220
	Brass (arrow)	10
Armor	Leather (hat)	100
	Clothes	50
	Leather (armor)	200
	IronRing	100
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

FABUL

SHOP	ITEMS	GIL
Weapons/	FireClaw	350
Armor	IceClaw	450
	BoltClaw	550
	Demon (helm)	980
	Demon (armor)	3000
	Demon (gauntlets)	800
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

VILLAGE OF MIST

SHOP	ITEMS	GIL
Weapon	Whip	3000
	Dancing (dagger)	5000
Armor	Bard	70

AGART

SHOP	ITEMS	GIL
Weapon	Rod	100
	Staff	160
	Spear	60
	Boomerang	3000
	ShortBow	220
	Crossbow	700
	Brass (arrow)	10
	Holy (arrow)	20
Armor	Iron (shield)	100
	Iron (helm)	150
	Iron (armor)	600
	Iron (gauntlets)	130
	IronRing	100
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50

TROIA

SHOP	ITEMS	GIL
Weapon	Wooden (hammer)	80
	GreatBow	2000
	Fire (arrow)	30
	Ice (arrow)	30
	Bolt (arrow)	30
Armor	Leather (hat)	100
	Feather (hat)	330
	Clothes	50
	Leather (armor)	200
	RubyRing	1000
Item	Potion	30
	Life	100
	Soft	400
	MaidKiss	60
	Eyedrops	30
	Antidote	40
	Tent	100
	Gysahl	50
Pub	Pass	10000

CAVE EBLAN

SHOP	ITEMS	GIL
Weapon	Power (staff)	2000
	IceBrand	26000
	IceSpear	21000
	Kunai	4000
	Boomerang	3000
	Archer (bow)	3000
	Poison (arrow)	70
Armor	IceShld	10000
	IceArmor	35000
	Black (robe)	10000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100

DWARVEN CASTLE

SHOP	ITEMS	GIL
Weapon	Dwarf (axe)	15000
	GreatBow	2000
	Darkness (arrow)	40
	Flame (sword)	14000
	FireSpr	11000
Armor	Flame (shield)	1250
	Flame (armor)	30000
	Wizard (hat)	2000
	Wizard (robe)	1200
	Rune (gloves)	2000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100
	Life	100
	Potion	30
	HiPotion	150
	Tent	100
	Cabin	500
	EagleEye	100
	Gysahl	50
	Remedy	5000

TOMRA

SHOP	ITEMS	GIL
Weapon	Ashura	7000
	Chain	6000
	Ogre (axe)	45000
	Archer (bow)	3000
	Mute (arrow)	100
Armor	Diamond (shield)	15000
	Diamond (helm)	10000
	Diamond (armor)	40000
	Diamond (gauntlets)	5000
	Tiara	20000
	GoldRing	4000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100
	Life	100
	Potion	30
	HiPotion	150
	Tent	100
	Cabin	500
	EagleEye	100
	Gysahl	50
	Remedy	5000

LAND OF SUMMONS

SHOP	ITEMS	GIL
Weapon	Whip	3000
	Chain (whip)	6000
	Blitz	10000
	Kotetsu	11000
	FairyRod	5000
	Lunar (staff)	7000
	Angel (arrow)	110
Armor	Aegis (shield)	20000
	Sorcerer (robe)	30000
Item	Soft	400
	MaidKiss	60
	Mallet	80
	DietFood	100
	EchoNote	50
	Eyedrops	30
	Antidote	40
	Cross	100
	Life	100
	Potion	30
	HiPotion	150
	Tent	100
	Cabin	500
	EagleEye	100
	Gysahl	50
	Remedy	5000

KOKKOL'S SMITHY

SHOP	ITEMS	GIL
Weapon	Shuriken	20000
	Fuma	50000
	Yoichi (arrow)	140

HUMMINGWAY HOME

SHOP	ITEMS	GIL
Item	HiPotion	150
	Life	100
	Ether1	10000
	Ether2	50000
	Elixir	100000
	Cabin	500
	Bestiary	980
	Whistle	20000

WALKTHROUGH

Bestiary Information

Refer to the Bestiary at the start of the description of each area. A better understanding of the enemies you're about to face will help you prepare. The Bestiaries only list the monsters that appear for the first time at the specified locations; therefore, the monsters you encounter early in the game may also appear later, in other locations. EXP numbers for each monster are rounded up, and you might get one point more or less for defeating two of the same monster type at one time. Note that EXP is divided evenly among all surviving party members at the end of each battle.

MISSION TO THE VILLAGE OF MIST

MAIN OBJECTIVES:



Meet Cecil's allies at Castle Baron.



Find supplies hidden around the town.



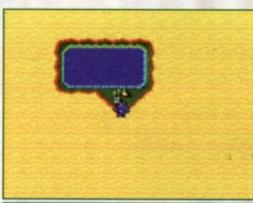
Cross the outskirts to the Mist Cave.



Battle the Mist Dragon.



Deliver destruction to the village of Mist.



Take Rydia to Kaipo.



Fend off Baron's soldiers.



Reunite with a feverish Rosa.



After the king dismisses Cecil, follow Kain to the side table for a bit more conversation. Then move south to 1F. The staircases immediately to the left and right of the door lead down to the Black Magic Lab and the White Magic Lab. The mages there have tips about using magic. Press the wall switch behind the guard standing off to the right and collect the items from the three chests. Explore the rest of the castle and familiarize yourself with its layout for later events.

Head to the northwest tower, encountering the white mage Rosa and the engineer Cid along the way. Then climb up to Cecil's room in the tower for some rest.

Items Found
BombRing
480G
Ether1
Tent



TOWN OF BARON

Cecil is charged with delivering the BombRing to the village of Mist, and Kain will accompany him. Outside Castle Baron is the town for the common folk, and it's essential to stop here for some gear. Don't buy anything right away, as there are plenty of items to find. Check the pot to the immediate right of the entrance for a Potion, then find another one among the cluster of pots further up.



At the top of Baron is a pool where a dancing girl entertains. Climb into the pool and follow the aqueduct all the way down to the pool outside the town walls. Search in the pool to find a Tent and an HrGlass1.

Items Found
Potion (3)
Eyedrops
Tent (2)
EagleEye
MaidKiss
Ether1
HrGlass1

The Inn costs 50 Gil per night to stay. Barred from the castle, you may need to rest here if Cecil and Kain get low on HP during the trip to the Mist Cave. Search the lower pot for a Potion, and move north. Inspect the mounted swords to open the secret door on the right, and plunder the chests inside for Eyedrops, a Tent, and an EagleEye.



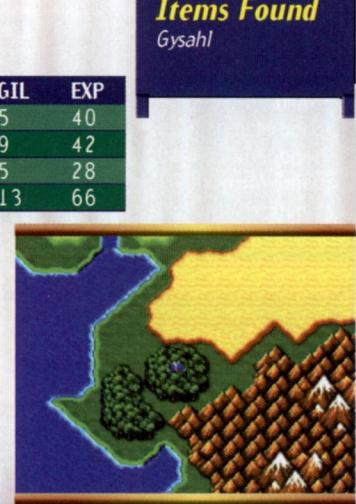
The building above the Item Shop contains the Devil's Road entrance, which is blocked. However, you can descend the steps and speak to the soldiers inside the Training Room to learn about combat. Above the Inn is Rosa's house, and her mother doesn't seem too fond of Cecil. Take the **Ether1** from her bookshelf, and a **MaidKiss** from the upper left pot. Now you're set for your journey, without having spent a single Gil!

OUTSKIRTS OF BARON

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Eagle	18	21	0	Defeat with projectile weapons.	Projec	5	40
FloatEye	20	20	0	Casts Death upon itself when confused.	Projec	9	42
Imp	6	19	0	Weakest among monsters.	None	5	28
SwordRat	30	21	0	Shoots needles when attacked.	None	13	66

Head west across the world map into the mountains, and follow the green path north to the Mist Cave. Southwest of Baron is a round-shaped forest that you can enter.



Chocobo Forest

"Speak" to any of the yellow chocobos, and you can hop on it for a ride. This is not recommended at this point since you will miss valuable EXP and Gil gained from fighting your way to the Mist Cave. Search the right portion of the grassy area for a **Gysahl**.



Fat Chocobo

Since the party is only capable of carrying a certain number of items, you can ask Fat Chocobo to take some of the weight off your back. Move to the north gap of the Chocobo Forest and search. You will "smell chocobo in the air." From the pop-up window, use a Gysahl and Fat Chocobo will appear. "Feed" it the items you won't need to use immediately, and make it "Barf" whatever you fed it previously that you now need.

Keeping item spaces open in your inventory is essential to running a successful party. Otherwise, you'll run out of space for your treasures. Purchase Gysahls at Item Shops and visit Fat Chocobo often.

MIST CAVE

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Larva	28	20	1	Uses Psych when attacked with magic.	None	8	49
SandMoth	40	21	2	Moth-shaped monster that sprays powder.	None	18	74

SUGGESTED LEVELS	
CECIL	KAIN

Move to the far right and then north, where the knights will hear a strange voice. Continue through the cave, collecting the treasures from the four chests along the way. At the end, the voice will demand that you go back. When it asks if you refuse, say "Yes" and you'll engage the first boss of the game.



Items Found
Potion (2)
Tent
Eyedrops

BOSS: MIST DRAGON

HP: 465

EXP: 700

Gil: 200

ATK: 16

DEF: 5

Weak Vs.: None

Use Cecil's standard attacks and Kain's Jump ability. After three or four attacks, the Mist Dragon will transform into mist. If you attack the Mist Dragon in its mist form, it will counter with its devastating Cold Mist attack. Therefore, use this time to heal your party if necessary, and attack once the creature resumes dragon form.





THE VILLAGE OF MIST

Exit the Mist Cave, and use a Tent and save if needed. Head east into the village of Mist, where the BombRing releases a horde of monsters. In the ensuing chaos, Cecil and Kain find a small child, but she's no ordinary girl.

Rydia Attacks

During the battle with the child, do not attempt any attacks or waste any items. The battle is story-driven, and will be over momentarily. Rydia summons Titan, which causes a massive earthquake. Following the fight, you'll find yourself back on the world map.

DESERT BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Sand Man	20	20	0	Weak against cold.	Ice	17	70
Sandpede	60	11	3	Uses GaiaRage, so kill it first!	None	20	79
SandWorm	75	16	2	Uses special attack Tornado.	None	22	82
FloatEye	20	20	0		Projec.	9	42



With Kain no longer assisting, Cecil must fight alone in any random battles that occur. Try to have as few encounters as possible as you make your way to the nearest town.

Move north into the desert. The town of Kaipo is east-northeast of the entrance to the desert. Use an EagleEye to get a fix on it, if you must.

KAIPO

Upon entering Kaipo, Cecil immediately heads for the Inn. The manager is nice enough to let him and Rydia stay the night free of charge. However, during the night, Baron's soldiers catch up to Cecil.

Items Found
EtherI

BOSS: GENERAL, SOLDIERS (3)

GENERAL HP: 221 EXP: 398 Gil: 80 ATK: 26 DEF: 2 Weak Vs.: None

SOLDIERS HP: 27 each EXP: 157 each Gil: 54 each ATK: 20 DEF: 0 Weak Vs.: None

Show these scoundrels what they're dealing with by launching Cecil's Dark attack, which should kill one or more of them each turn. The General will run when his men are defeated. If you've been leveling up, try to kill him before killing the last Soldier. The reward is significantly greater if you are successful.



The Feverish Girl

Rydia joins the party after the soldiers are defeated. Explore the town and talk to all the people. Search in the pots directly above the Weapon Shop to find an EtherI.

Enter the top right house and speak to the woman inside. She has some chilling news. Move up to the bedroom, where Cecil will find Rosa sick, suffering from desert fever. Speak to the old man in red to learn what to do.



TIP!

Before heading out to the Water Cavern, you should fight in the desert with Rydia. She should quickly level up, and learn BoltI and IceI in no time. Both spells are key to surviving the Water Cavern.

ROSA AND THE SAND RUBY

MAIN OBJECTIVES:



Find secret treasures in the Water Cavern.



Meet the sage Tellah.



Strike down the Octomamm's tentacles.



Search out survivors in Damcyan.



Defeat the Antlion to obtain the SandRuby.



Cure Cecil's ailing love.

WATER CAVERN

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
CaveToad	47	11	2	Casts Ice1.	Ice	24	89
EvilShel	58	11	1	Weak against bolt attacks.	Bolt	28	101
Gator	175	28	2	Attacks twice in one turn.	Ice	95	236
Jelly	35	15	254	Resistant to physical attacks.	Fire	36	134
Mad Toad	59	13	1	Casts Toad.	Ice	34	127
Pike	65	11	1	Defense is not high.	Bolt	30	119
TinyMage	69	19	2	Use Mute to prevent magic attacks.	None	63	132
WaterBug	125	16	3	Escapes fast, so kill it first!	Bolt	79	225
WaterHag	64	18	0	Can fight on both land and water.	Bolt	38	136
Zombie	52	13	2	Undead monster.	Holy, Fire	31	112

SUGGESTED LEVELS

CECIL	RYDIA
14	8
TELLAH	

LEVELS

Water Cavern - South

Move directly north to collect a **Potion** and **MaidKiss**, then return to the entrance and head all the way left for a **Tent**. Talk to the man on the bridge. He is the sage Tellah, and he joins the party in hopes that the dark knight and summoner can help him get to Damcyan. Equip him with extra armor and move on.

Items Found

Potion (3)
MaidKiss
Tent
Bomb (2)
Life
X-Potion
Ether2
IronRing
Ether1 (2)
IceRod
580 Gil
Feather (hat)
Norus
HrGlass1
Dark (sword)
Hades (helm)
Hades (gauntlet)
Hades (armor)
Hermes



B2F

Move north and climb down into the water. Climb the steps nearby to reach a **Potion**, then move downward. Get back on dry land and pick up the **Ether1** on the left, then move across the bottom and up to the save point at the far left. The party automatically rests, so a Tent is not used. Save your game and proceed north, collecting an **IceRod** from the top chest. Take another swim through the water to reach the central exit.



WORLD

UNDERWORLD

LUNAR SUBTERRANE

Head across the islets to collect **580 Gil** and a **Bomb**, then exit left. There's a secret passage on the left that exits near the **Potion** at the top, but you can also continue following it over to the right, where you'll find a **Feather** hat.





Water Cavern - North

Grab the **Ether1** and **Notus** from the left, then cross the chasm and move south first to find an **Hrglass1** and the **Dark** sword. At the exit, follow Tellah's advice.

Land Passage

The party must cross a brief stretch of land outside. Monsters encountered randomly here are listed in the desert's Bestiary above. Before entering the north cave, use a Tent if necessary, and save your game.

Waterfall

Tellah spots the villain at the bottom of the falls. The party will ride down to the bottom. Quickly climb back on land, move south and collect the **Hades** helm and **Hades** gauntlets.

Lake

Cross the bridge and grab the **Hermes** and the **Hades** armor. Take a moment to make sure all your new stuff is equipped, and that the party is ready to fight the boss who guards the exit.

BOSS: OCTOMAMM

HP: 2350

EXP: 1200

Gil: 500

ATK: 22

DEF: 0

Weak Vs.: Shadow, Bolt

Rydia and Tellah should cast **Bolt1** each turn, while Cecil attacks. The dark knight will be dishing out the most pain, so keep Cecil alive. With all eight arms, the Octomamm will take less damage. However, as you whittle away the tentacles, your attacks will cause more damage. After the battle, exit through the falls.



DAMCYAN CASTLE

Head north from the Water Cavern to the kingdom of Damcyan. Suddenly Red Wing bombers fly past and decimate the castle. Looks like you're too late to save the crystal.

On the second floor is a plethora of chests that have already been plundered. The enemy has left you only a **Tent**. Continue upstairs to witness a heartbreak scene for Tellah. After delivering a beating to Edward, the prince of Damcyan, Tellah leaves the party. Once Cecil and Rydia talk some sense into Edward, he agrees to help them and joins up.

Although Edward's combat skills are lacking, he does have a cool hovercraft that can cross shallow waters. The party exits the castle, but you should return immediately. Go back up to 3F and use the healing pots on either side of the room. The one on the right replenishes MP, and the left one restores HP and removes status abnormalities.



Exit the castle's front entrance and edge counter-clockwise around the outside walls. Enter the side building to reap the true royal treasures! Press the button behind the dead guard to open the secret door. Then navigate through the unseen passage and through the first wall into the second cell. Collect the **Crossbow** and the **Feather** hat, and move to the next cell to find the **RubyRing**. Now exit and take the stairs down to B1F. The six chests all contain items, and three of the four pots contain arrows.



Items Found

Tent
Crossbow
Feather (hat)
RubyRing
Ether1
Life
Soft
Eyedrops
Antidote
Potion
Holy (arrows)
(2x10)
Iron (arrows)
(x10)

TIP!

Edward's best contribution to combat is his harps' ability to inflict status effects on the enemy. Not being a fighter at heart, he can also hide from monsters. If he's damaged enough, he will flee and remain off-screen for the rest of the fight. If he isn't healed between battles, he will remain off-screen for the subsequent battles. You should wander the deserts around Damcyan for a while. After Edward gains a few levels, he becomes a much more useful character.

Items Found

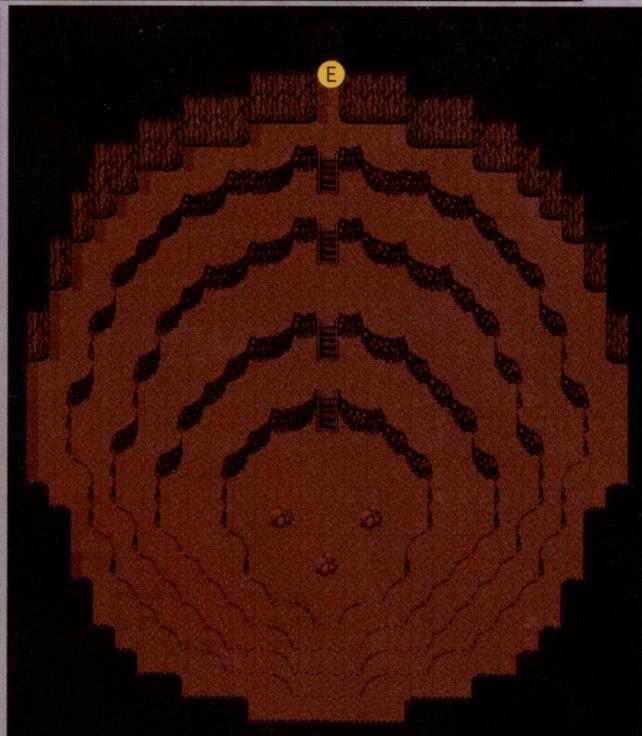
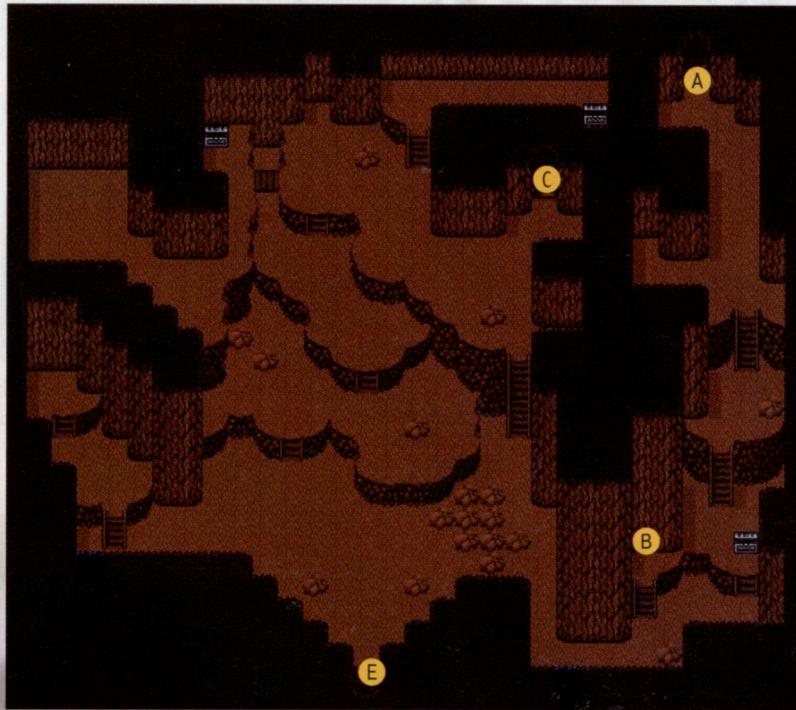
Potion (3)
Silk Web (2)
Soft Tent
Notus
Lamia (harp)
HrGlass1
Life Ether1
Exit SandRuby

ANTLION CAVE

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Basilisk	90	15	2	Uses Petrify.	None	30	110
Cream	55	16	254	Weapons are ineffective.	Bolt	33	144
Imp Cap.	37	15	0	Captain of Imps. higher HP.	None	40	184
Turtle	190	20	1	Weak against ice.	Ice	46	234
Weeper	130	18	2	A spirit weak against holy power.	Holy	42	157

SUGGESTED LEVELS	
CECIL	RYDIA
16	13
EDWARD	
6	



To Save Point



Navigation in the first few chambers of the Antlion's lair is relatively complex to describe, so please use the maps provided to collect items. Use the top exit in B2F to reach the room with the save point before moving south to fight the creature. Also, be certain to find and equip Edward's Lamia harp, since it is a much stronger weapon than his Dreamer harp.

BOSS: ANTLION

HP: 1100

EXP: 1500

Gil: 800

ATK: 11

DEF: 3

Weak Vs.: None

A tricky monster indeed. It won't attack unless you attack physically with a weapon. If you want to play it safe, Edward should Hide like he normally does, and Cecil should Parry every round. Rydia should call Chocobo each turn, which does a massive amount of damage. Moreover, against the chocobo's attack, the Antlion will not retaliate with its powerful Counter attack. The reward for defeating the Antlion is the **SandRuby**.



Healing Rosa

Use the hovercraft to return to the area of Damcyan Castle, then use the western shallows to reach the lower desert. Park outside Kaipo and return to the house where Rosa is resting. Use the SandRuby to cure her, and she will join the party.



Edward's Sojourn

During the night, Edward reunites with his lost love. However, a Water Hag interrupts them, and Edward must fight. This is mostly event-driven, so just destroy it with normal attacks and try not to use too many items. This particular monster rewards Edward with 100 Gil and 800 EXP.

JOURNEY TO FABUL CASTLE

MAIN OBJECTIVES:



Climb the peaks of Mt. Hobs.



Join the monk against the Mom Bomb.



Follow Yang to Fabul.



Defend Fabul against Baron's onslaught.

MT. HOB'S
BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Bomb	55	19	2	Detonates when HP is low.	None	76	361
Cocatris	149	24	1	Attack with projectiles and spears.	Projec	82	275
Gargoyle	160	28	2	Flies and uses Wind.	Holy, Projec	90	315
GrayBomb	111	36	18	Detonates when HP is low.	None	105	445
Skeleton	135	26	2	Undead with high attack power.	Holy, Fire	126	238
Spirit	86	24	1	Spiritual being that casts Fire1.	Holy	122	278

Items Found

960 Gil
Soft
Potion
Tent
Holy (arrows)
(x10)

SUGGESTED LEVEL	
CECIL	RYDIA
18	15
EDWARD	ROSA
13	11

Pilot the hovercraft back to the northern desert, then cross the eastern shallows. Drive past the Antlion Cave to the mountains, and enter at the path.

Rydia overcomes her fear of fire and removes the ice blocking the path. At the top are two "doorways": take the left. Collect the four items and use the save point. Then return to the first area and enter the right door.

TIP!

Gargoyles and Cocatrices are weak against projectile weapons, so equip Rosa with a bow and arrows and use her "Aim" ability to fight them. At this point, Holy arrows are most effective against both. Just be sure to save some of her arrows for the boss.



Summit

Grab the Holy arrows and move north. The party stumbles across a monk who is desperately fighting off many enemies. After witnessing a brief demonstration of his abilities, the party joins his battle against a merciless foe.

BOSS: MOM BOMB

HP: 11000

EXP: 1900

Gil: 543

ATK: 30

DEF: 1

Weak Vs.: None

At first, you're fighting just another Bomb with a lot of HP. However, after a few rounds, the Mom Bomb will assume its true form. Start using Rydia's Chocobo summon on this form. After both sides inflict some damage, there will be a warning of an explosion. Quickly heal as many characters as you can, because the explosion will take down 60-100 HP per character. Afterward, use Rosa's "Pray" ability and hope that it is answered, because the Mom Bomb splits into six Bombs and GrayBombs! Use the monk's "Kick" ability to do massive damage, and assist with Cecil's "Dark" attack. Wipe out the remaining bombs by individually targeting spells on each one, to avoid their detonation attack.



OUTSKIRTS OF FABUL

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Needler	115	28	2	Monster that shoots needles.	None	53	335

Yang is a mighty warrior from Fabul, and he joins the party. Heal everyone after the boss fight, and run east. Exit Mt. Hobs to the world map outside, where you can use a Tent and save your game.

The journey to Fabul is a long and perilous trek overland to the east. The party crosses a "land bridge" of sorts between the continents that curves a few different ways, then bends southeast. Use Sight (the white magic spell) if you feel lost, and it might help. When you reach the castle surrounded by a huge moat, you've found your destination.



FABUL

Inside Fabul, the Inn costs 100 Gil but there's a free place to rest elsewhere. Visit the shops for Potions and various claws for Yang. It's a good idea to have at least one claw of every type, so that the monk can exploit all weaknesses. Cecil's Demon equipment is on sale, and you should certainly purchase it to be ready for what lies ahead.

When you reach 2F, move to the south door first.

Emerging on the upper level of the castle, you can reach the item-filled West and East Towers.

West Tower

Search the pots and chests for a **ThorRage**, a **Potion**, a **Notus**, and a **Bomb**. Namingway is in bed on 2F. You can meet Yang's tough wife at the top.

East Tower

Search the pots in the pub on 2F to find a **Bacchus**. A **Tent** is in the king's chambers. You can rest in the king's bed, so take the opportunity to do so. When the party is back at full speed, head back down to the Throne Room.

The Siege of Fabul

After convincing the king that Baron is coming after the crystal, Cecil, Yang, and Edward will wait for the assault at the front gate. What follows is a series of minor boss fights to wear you down before the real bad guys show up, so keep your HP high by using Edward's Heal ability or Potions.

SUGGESTED LEVELS

CECIL	RYDIA
20	17
EDWARD ROSA	
14	13
YANG	
12	

Items Found

ThorRage
Potion
Notus
Bomb
Bacchus
Tent
Hermes
EtherI
Demon (shield)
Silk Web
Death (sword)



BOSS: CAPTAIN, 2 FIGHTERS

CAPTAIN

HP: 320

EXP: 999

Gil: 400

ATK: 36

DEF: 2

Weak Vs.: None

FIGHTERS

HP: 65 each

EXP: 399 for both

Gil: 100

ATK: 28

DEF: 2

Weak Vs.: None

Like the battle in Kaipo, you have the option of attempting to defeat the Captain before eliminating the Fighters for extra Gil and EXP. Due to the number of boss fights following, it is recommended that you kill the Fighters first so that the Captain retreats.



BOSS: WEEPER, IMP CAPTAIN, WATER HAG

WEEPER	HP: 130	EXP: 157	Gil: 42	ATK: 18	DEF: 2	Weak Vs.: Holy
IMP CAPTAIN	HP: 37	EXP: 184	Gil: 48	ATK: 15	DEF: 0	Weak Vs.: None
WATER HAG	HP: 64	EXP: 136	Gil: 38	ATK: 18	DEF: 0	Weak Vs.: Bolt

Concentrate on defeating the weaker monsters first to lower their numbers. Attack with every character each turn.



NOTE:

Another boss fight with a Captain and two Fighters occurs. Refer to the strategy above.

BOSS: GARGOYLE

HP: 160	EXP: 315	Gil: 90	ATK: 28	DEF: 2	Weak Vs.: Holy, Projectile
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First turn, equip Edward with a bow and Holy arrows. Only one shot is needed to take out the monster. Or, have Edward confuse it with his Lamia harp. The Gargoyle will cast Wind on itself, reducing its HP to under 10.



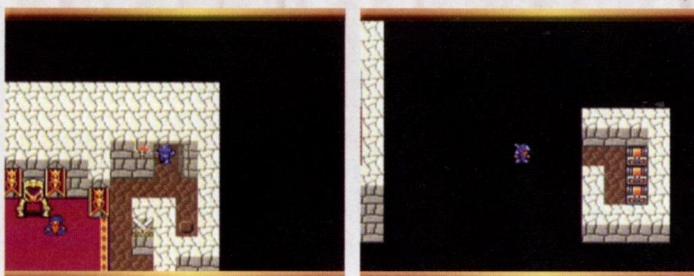
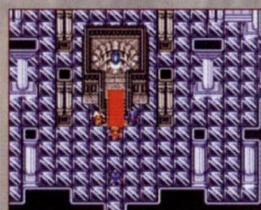
NOTE:

Two more boss fights occur, with another Weeper/Imp Cap./WaterHag trio and then another Captain/2 Fighters battle. The party retreats into the Crystal Room, where Kain appears.

BOSS: KAIN

HP: ???	EXP: 0	Gil: 0	ATK: ???	DEF: ???	Weak Vs.: None
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This is a story-driven duel between Kain and Cecil, and the traitor will win. Don't waste any HP using Cecil's "Dark" attack and don't waste any items trying to heal him.



Enter Golbez

The evil sorcerer behind everything finally makes an appearance, taking the crystal and kidnapping Rosa. Yang, Edward, and Rydia join Cecil in his vow to save her.

Return to the Throne Room and search the left pot for a **Hermes**. Then move to the right and press the floor switch to open the secret door. Follow the hidden corridor to a treasure chamber containing a **Silk Web**, a **Demon shield**, and an **Ether I**.



Regroup and Strategize

Head first to the king's chamber in the East Tower. The injured royal directs you to rest at the Inn. There, the party will rest and determine that an airship is required to reach Golbez. The next morning, Yang asks for a sea vessel to sail to Baron, and the king offers Cecil the **Death** sword.

Tragedy at Sea

First, enter the Chocobo Forest northeast of the castle, where you should summon Fat Chocobo and dump your extraneous items. Head to the ship docked in the bay east of Fabul. Yang's wife wishes you *bon voyage*, but the trip doesn't go well. The monster Leviatan wrecks the vessel, and separates the party. Cecil washes up on a strange shore alone, and must quickly move to the safety of a nearby town.



TO BECOME A PALADIN

MAIN OBJECTIVES:



Confer with the town elder at the House of Prayer.



Venture east to Mt. Ordeals.



Reunite with Tellah.



Vanquish the demon Milon.



Cecil confronts his dark side.



MYSIDIA

Considering Cecil's past follies here, you should be extremely careful to whom you speak. Some of the residents still hold a grudge, and they will turn Cecil into a pig or a toad! If this happens, speak to the same person again. He or she will cast the spell again, removing the effects.

The Inn is too expensive and the people are unfriendly, so proceed directly north to the massive House of Prayer.

A Holy Quest

Inside the House of Prayer, ask the elder for forgiveness. It's not that simple, and Cecil must now renounce the dark sword to become a paladin. Accompanying the dark knight will be two apprentice mages, the white mage Porom and her brother, the black mage Palom. Together, you must brave Mt. Ordeals and acquire the holy sword.

Preparations

Although Porom and Palom come with their own equipment, you should purchase better items for the trek up Mt. Ordeals. The Armor Shop sells all the protection you need; in addition, you should purchase the Paladin gear even though you can't equip it at the moment. The Weapon Shop sells rods for the twins, but you might want to equip them with Crossbows and Holy arrows for this trip. The Item Shop has a selection of stuff that will come in handy, so stock up.

The Inexperienced Mages

Palom and Porom need to gain a few levels and learn a few more spells before they're ready for Mt. Ordeals. Earn the Gil needed to buy the new equipment while gaining EXP through random battles on the outskirts of Mysidia.

OUTSKIRTS OF MYSIDIA

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Zuu	941	32	0	Rare enemy. Attack with projectiles.	Project	489	432

The journey to Mt. Ordeals is incredibly long and tiring. Follow the winding land path to the southeast, until you spot a mountain surrounded by forests. A Chocobo Forest is south of Mt. Ordeals, in case you need to lighten your inventory or restore MP. If your party members are low on HP, use Cure spells to heal them, then talk to the white chocobo to restore your MP. Save your game before entering Mt. Ordeals.



MT. ORDEALS

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Ghoul	222	32	3	Dark attacks ineffective.	Holy, Fire	179	505
Lilith	466	46	3	Uses status attack Slap.	Fire	262	2703
Red Bone	210	34	3	Undead monster.	Holy, Fire	169	315
Revenant	250	36	1	Undead monster.	Holy, Fire	186	575
Soul	200	28	3	Aggregate of souls. casts Fire1.	Holy	165	460

SUGGESTED		LEVELS
CECIL	PALOM	12
22	12	
POROM		12
12		

Proceed up Mt. Ordeals until the party encounters the sage Tellah again. Tellah will rejoin the party. Palom, Porom, and Tellah should be in the back row, with Cecil out front.

Cecil's dark swords will be completely ineffective against many of the monsters on Mt. Ordeals. The twins can pick up the slack by attacking these creatures with Crossbows and Holy arrows.

The Demon of Earth

Continue ascending Mt. Ordeals, up to the Summit. Use the save point to rest in a Tent and record your game. At the top of the bridge waits one of Golbez's evil minions.

BOSS: MILON, 4 GHASTS

MILON	HP: 3500	EXP: 3200	Gil: 2000	ATK: 19	DEF: 1	Weak Vs.: Fire
4 GHASTS	HP: 200 each	EXP: 50 each	Gil: 100	ATK: 42	DEF: 1	Weak Vs.: Holy, Fire

Eliminate the Ghasts immediately, since they do more harm than Milon. Each turn, have Tellah and Palom cast Fire spells in succession to wipe out each Ghast. Cecil should attack Milon with his Death sword each turn, while Porom casts Cure repeatedly. After wiping out the Ghasts, focus Fire1 and Fire2 spells on Milon while Cecil continues his physical attacks. Milon will counterattack with Bolt spells after taking any kind of damage, so have Porom heal the party as needed.



After the battle, do not proceed! Instead, return to the save point, use a Tent and save, then return. Milon's second form will attack you from behind on the other side of the bridge.

BOSS: MILON Z.

HP: 3523	EXP: 3600	Gil: 2500	ATK: 46	DEF: 1	Weak Vs.: Projectile, Holy, Fire
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Since Milon Z. attacks from the rear, your first character should use his or her turn to switch rows to protect the mages. Tellah and Palom should cast Fire spells on the demon every round. If Palom does not have Fire2, then use the Twin command and have Tellah heal your party. Milon Z. uses poison attacks, so you should cast Cure spells often. If Tellah has Esuna, cast it each time poison is inflicted.



Tomb of the Paladin

Return to the save point and use a Tent yet again before entering the tomb at the top of Mt. Ordeals. Inside, Cecil becomes a paladin equipped with the Legend sword. However, before he can leave, Cecil must pass a tricky test.

BOSS: DARK KNIGHT

HP: ??? EXP: 0 Gil: 0 ATK: ??? DEF: ??? Weak Vs.: None

This battle is story-driven. The true nature of a paladin is not about aggression, a lesson that Cecil is expected to understand by now. Do not attack the Dark Knight or use any items. Instead, do nothing or select the Parry command every round. If you attack the Dark Knight continuously, it will eventually kill you and end the game. However, after the Dark Knight inflicts roughly 300 HP damage without Cecil retaliating, the battle will abruptly end.



Finally a Paladin

Cecil's quest for redemption is complete, and he's now a Level 1 paladin with 600 HP and the ability to use white magic. If you have the Paladin armor, he should be able to get off the mountain with little trouble. Leveling up Cecil at Mt. Ordeals is great, because he will gain about five levels after each of the first few random battles.

Luckily, Tellah has remembered all of his magic spells and proves to be a much greater asset to the party. After equipping Cecil with the Paladin armor, take the opportunity to do some leveling up at Mt. Ordeals.

Acceptance in Mysidia

Exit Mt. Ordeals and move south into the Chocobo Forest. Ride a chocobo back to Mysidia, for an easier return trip. Speak to the elder at the House of Prayer once more, to confirm that Cecil is now officially one of the good guys. Palom and Porom will remain with the party as you return to Baron.

Exit the House of Prayer and enter the building just above the Inn in Mysidia. This is the entrance of the Devil's Road, and it has been unsealed for you to use. Cecil and the mages warp back to the Devil's Road entrance in Baron.



RETURN TO BARON

MAIN OBJECTIVES:



Save Yang from mind control.



Unlock the Waterway entrance.



Find secret passages in the Waterways of Baron.



Enter Castle Baron through the moat.



Uncover Baigan's deception.



Find Baron's national treasures.



Reveal and defeat Cagnazzo.



Board the Enterprise.

TOWN OF BARON

At the Inn, Yang is in the pub. He's under mind control, and attacks the party.

SUGGESTED LEVELS

CECIL	PALOM
12	17
POROM	TELLAH
17	22

Items Found

BaronKey
1000 Gil

BOSS: 2 GUARDS

HP: 280 each

EXP: 0

Gil: 0

ATK: 40

DEF: 3

Weak Vs.: None

Have Tellah use a powerful spell such as Fire3, Bolt3, or Bio to eliminate the Guards quickly. They are capable of inflicting Pig or Mini status, so don't give them the opportunity.

**BOSS: YANG**

HP: ???

EXP: 0

Gil: 0

ATK: ???

DEF: ???

Weak Vs.: None

You should be familiar with Yang's Kick attack, which does a heavy amount of damage. Porom and Tellah should cast Cure2 or Cure3 on the whole party often to keep characters from dying. Attack with Cecil and cast Palom's more powerful spells in the meantime, and the battle should come to a quick conclusion.

**Entering Baron**

Yang regains his memory and rejoins the party. Everyone gets to rest free of charge at the Inn. Afterward, the monk produces a perk gained by temporarily serving evil, the **BaronKey**. With it, you can unlock the town's Weapons/Armor Shop. This is fortunate, because Yang somehow lost his equipment during his time away from the party. After you purchase replacements, move to the locked door on the far left side of the town. From the pop-up item window, use the BaronKey to gain access to the Waterways. Just inside, search for a hidden passage that leads to a chest containing **1000 Gil**.

WATERWAYS OF BARON**BESTIARY**

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
AquaWorm	638	42	0	Confuse to prevent Wave attacks.	Bolt	219	690
Crocodile	292	38	2	Reptilian monster.	Ice	218	660
ElecFish	284	40	2	Absorbs bolt attacks.	Projec	214	640
FangShel	380	42	2	Yields lots of EXP.	Bolt	262	1030
Guard	280	40	3	Casts Piggy and Mini.	None	230	710
Hydra	257	44	2	The Entangle attack stops movement.	Bolt	209	670
Piranha	180	31	3	Bolt spells are effective.	Bolt	145	430

Items Found

HiPotion
Ether1 (2)
ThorRage
HrGlass1
Silk Web
Hermes
Ancient (sword)

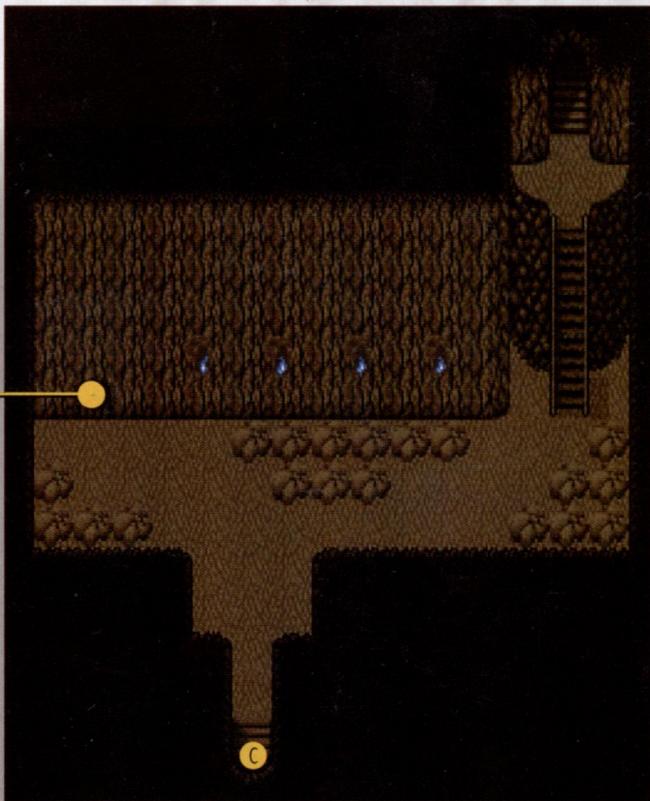
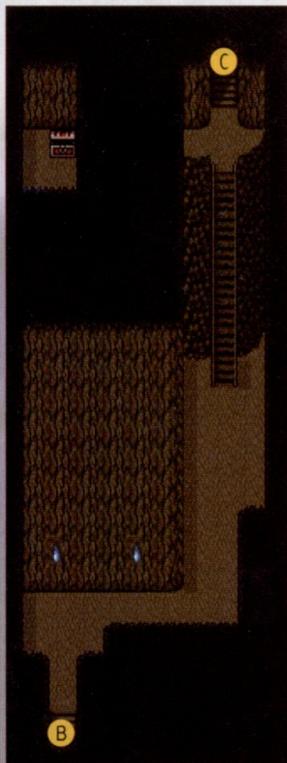
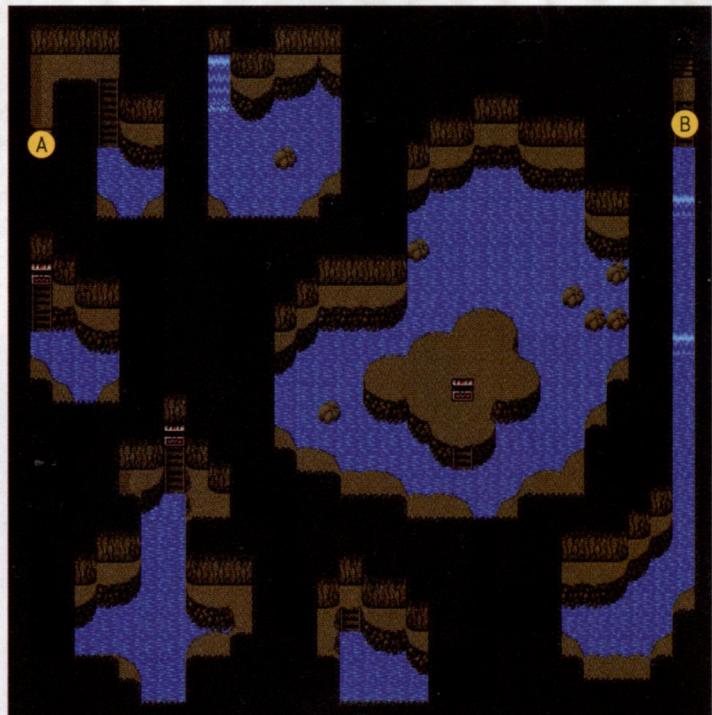
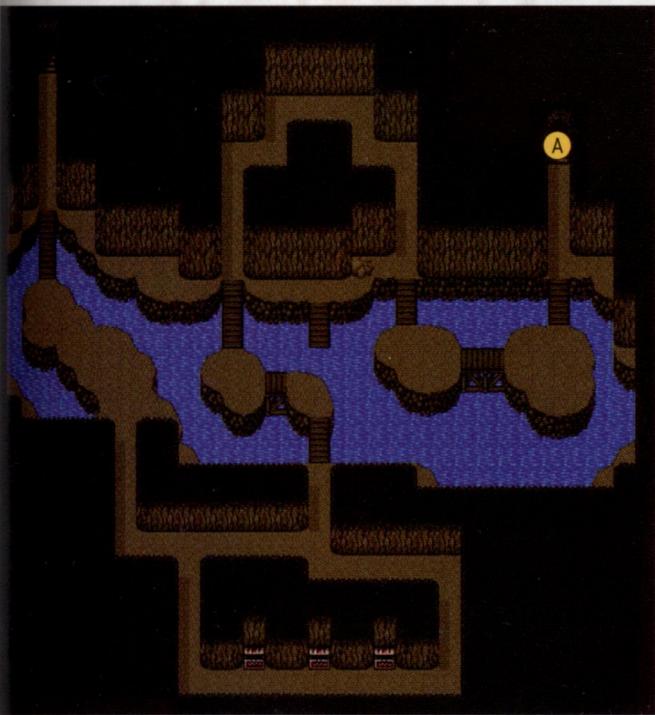
SUGGESTED LEVELS

CECIL	PALOM
13	17
POROM	TELLAH
17	22
YANG	
18	

Defeating some of the monsters in the Waterways may be difficult if your characters' levels are below the recommended levels. In that case, you may need to fight several monsters until your characters reach a sufficient level. You can always return to the Baron Inn and rest up for a mere 50 Gil.

B4F

Move south in the first chamber and collect the items in the three chests. Then cross the islets to the next area.



B3F

Climb into the water and head south into a hidden passage, which leads to an **Hrglass1**. Navigate the connecting series of secret paths to collect the items and reach the large central chamber. There are hidden paths at the bottom of the large area, and near the rocks off to the right that lead to the exit.

B2F

Ascend the long stairs, then move left through a secret passage to reach the **Ether1** in the chest.

B1F

Enter the left door to find a save point. A secret passage from the save chamber leads to a chest containing Cecil's **Ancient** sword. Be sure to save before exiting the Waterways.





CASTLE BARON

Follow the moat counter-clockwise to an entrance into the castle's courtyard. If necessary, return to Cecil's room in the west tower and rest in his old bed. As you venture back toward the Throne Room area, you'll encounter the king's advisor Baigan outside the royal chamber. However, as you move north to see the king, Palom and Porom notice something evil about Baigan.

Items Found

- Unicorn (2)
- Ether1 (4)
- Life (2)
- Bacchus (2)
- Hermes (2)
- HiPotion (2)
- Tent (2)
- Elixir

BOSS: BAIGAN, RIGHT ARM, LEFT ARM

WEEPER	HP: 4444	EXP: 4000	Gil: 3000	ATK: 58	DEF: 1	Weak Vs.: None
IMP CAPTAIN	HP: 444	EXP: 10	Gil: 0	ATK: 58	DEF: 2	Weak Vs.: None
WATER HAG	HP: 444	EXP: 10	Gil: 0	ATK: 58	DEF: 2	Weak Vs.: None

Focus on attacking the body, and Baigan isn't such a difficult enemy. The arms can be killed off first (they do the most damage), but the body will simply rebuild them in a few rounds. With the body gone, the arms will not regenerate. Have Tellah cast an extremely strong spell on Baigan's body, and it will cast Wall on itself. To counteract this, Tellah can cast Wall on one of the other party members. Then Tellah and Palom can cast attack spells on this ally, which will reflect and damage some part of Baigan.



Nap Time and the Royal Treasures

Before entering the Throne Room, return to Cecil's room and rest. An even more difficult boss fight lies ahead. You can also access the east side of the castle, where the royal treasures lie.

Along the corridor on the east side of the castle, press the wall switch to open the secret passage. Travel across the invisible corridor and head downstairs to a room containing two **Unicorns**, two **Ether1s**, and two **Lifes**.

In the northeast tower, the party will find two **Bacchus** and two **Hermes** on the first floor. An **Elixir** and a passage sealed by an impenetrable force are in the basement. On 2F, the pots are empty but the chests contain two **HiPotions**. The third floor holds many plundered chests, but there are still two **Tents** and an **Ether1** for the taking. One of the pots contains another **Ether1**. After collecting these treasures and resting, enter the Throne Room to confront King Baron.



BOSS: CAGNAZZO

HP: 5312	EXP: 5500	Gil: 4000	ATK: 44	DEF: 2	Weak Vs.: Bolt
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Equip Yang with BoltClaws and use his "Power" ability throughout the battle to deliver devastating blows. Tellah and Palom should cast Bolt2 or Bolt3 each turn. Not only do these spells do the most damage, but they will also prevent Cagnazzo from unleashing his Wave attack. Note that when Cagnazzo is surrounded by his water barrier in preparation for the Wave attack, Bolt attacks and spells will do even more damage. Meanwhile, Porom should cast Cure spells often, while Cecil alternates between attacking and healing. When the demon retracts into his shell ("Turtle defense!"), it reduces the effectiveness of all attacks. Use this opportunity to heal, replenish MP, or Parry until Cagnazzo comes back out to play.



Airships and Sacrifice

Following the battle, the engineer Cid reunites with Cecil, but Palom and Porom will be leaving the party.

Cid joins the party and takes everyone to the Enterprise, hidden in a secret hangar. Now that you have an airship at your disposal, there are a few advantageous places to visit before proceeding to Troia.



VILLAGE OF MIST

Search in the grassy areas for three **Bombs**. In one of the buildings, you can enter a large fireplace and walk through a secret passage to the right, where you'll find a valuable **Tiara**, **Prisoner** clothes, and a **RubyRing**. A hidden space in the right wall turns into another secret passage that heads to the south, where a chest contains a **Change** rod.

Items Found

Bomb (3)
Tiara
Prisoner (clothes)
RubyRing
Change (rod)

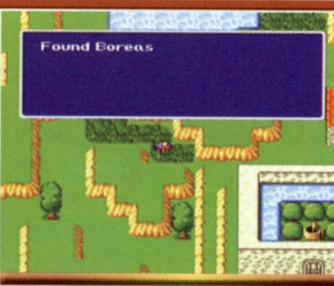


MYTHRIL VILLAGE

Position the Enterprise directly over Fabul, then fly straight south until you spot a land mass shaped like a fox's head. The town on this island is one of the most expensive in the game, since the Inn costs 500 Gil and the mythril items have hefty price tags. Search in the grassy areas around town to find **5000 Gil**, a **Mythril** dagger, and a **Mythril** staff. That should help a little bit.

Items Found

5000 Gil
Mythril (dagger)
Mythril (staff)



AGART

For players with less money at this point, you may find the shopping in the village of Agart to be more agreeable. Position the Enterprise over Baron, then head directly south until you reach an island with a few forests and a town located near a large mountain range. The residents here are all descended from dwarves. The shops carry affordable weapons and armor made of iron, and the Inn is cheap. The Item Shop is located inside the Inn, and the locals will all

Items Found

Boreas

give clues about an "underworld" that might be accessible from somewhere in this vicinity. Search the grassy area northwest of the sacred well for a **Boreas**. In the Agart Observatory, you can look through the telescope at the moon.

TROIJA'S STOLEN CRYSTAL

MAIN OBJECTIVES:



Confer with the eight clerics of Troia.



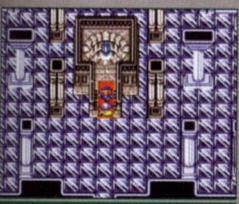
Find Edward resting.



Journey due north of Troia.



Ride a black chocobo to the Magnetic Cavern.



Confront the Dark Elf.



Smite the Dark Dragon.



Return the Earth Crystal to Troia.



Prepare to save Rosa.



TROI A

The Troian kingdom lies buried in a vast forest on the west continent. The castle and town are located near the mountains amidst the trees there. Landing near the castle is a bit tricky, as there is only a tiny spot of green grass to allow a safe landing.

Much like Baron, there is a town outside of the castle, where the citizens live. Explore here first for items and information. Notice that the shops here sell non-metallic items. This is for good reason, which is explained later.

Items Found

1000 Gil
Ether1
Ether2
Illusion



Where Are the Items?

To find the hidden items, climb into the pool and wade past the swimmers into the moat. Follow the moat to the pool at the top, where Namingway is practicing his backstroke. Climb out of the pool onto the small green area, and head through the secret path to the left. Find all the items listed above in the small grassy section.

Entertainment in Troia

The Pub lies just above the Item Shop. A man near an obvious secret door at the top asks to see your Pass. If you're curious about this, speak to the woman dressed in red and yellow near the entrance to buy the Pass for 10000 Gil. This allows you into the Court of Kings whenever you like, where dancers will make a part of their act.



Black Chocobo Farm

In the top right corner of Troia is the Black Chocobo Farm. Inside, examine the skull to open the secret door, and descend the stairs. Speak to the people below about black chocobos, and for clues about the Chocobo Village to the north.

TROI A CASTLE

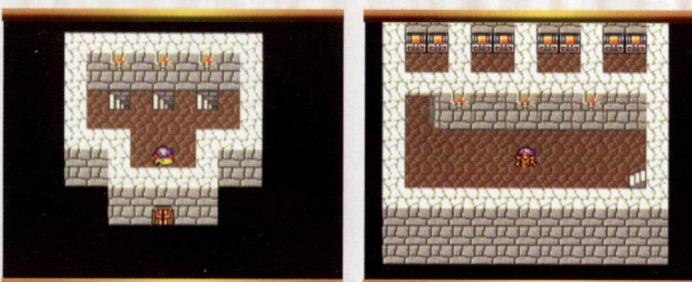
Enter the castle and continue heading north until you reach the chamber outside the Crystal Room, where the eight clerics of Troia preside. Speak to all eight of them to find out what happened to the Earth Crystal.

The Lost Ally

Return to the foyer outside the clerics' chamber, and go through the left door. Move to the top left tower. Inside is the lost Edward, resting in bed. The prince of Damcyan is wounded and sick, but gives Cecil the **TwinHarp**. This is an important item needed to complete your next quest.

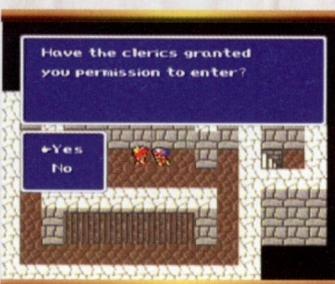
Items Found

TwinHarp
Bacchus
Tent (2)
HiPotion (2)
Ether1 (2)
RubyRing (2)



Troia's Treasures

Like other castles, Troia has a bevy of treasures to aid your quest against evil. However, until you return with the Earth Crystal, only half of them are available for the taking. From the foyer, proceed through the eastern door, and head to the northeast tower. Inside, go down the center of the three sets of stairs and search the lower right pots for a **Bacchus**. Return to the top and descend the right stairs. Step on the center floor switch and go into the left chamber. As you exit, the next secret door will open automatically. As you collect the items, secret doors will keep opening until you get to the end.



In the lower left chamber, a person asks if you have permission to take the treasures. You don't yet have clearance, and don't bother lying, either. Just return to this room after defeating the Dark Elf.

OUTSKIRTS OF TROI A

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Cannibal	440	24	2	Plant monster that disperses pollen.	Fire	210	650
Panther	342	50	2	KO's with Bluster counterattack.	Holy	252	820
Python	108	46	0	Uses special attack Entangle.	Holy, Ice	222	700
StringRat	398	40	3	Uses Needle when attacked.	None	220	700
Treant	335	52	1	Plant monster that casts Stop.	Fire	148	687

To reach the Dark Elf's lair, start by walking north through the forests to the Chocobo Village. From there, fly a black chocobo to the northeast island and land in the forest outside the Magnetic Cavern.

Before The Journey

In preparation, buy non-metallic armor and weapons for all your characters in Troia. If you sold your previous items. If you left them with the Fat Chocobo, you can retrieve them at the Chocobo Village. Purchase plenty of Holy arrows and other types of projectiles, and acquire another Wooden hammer for Cid if you sold his old one.

Hunting

Wander around the forests of Troia, fighting monsters and gaining EXP until your characters are at the suggested levels for the Magnetic Cavern. To regain HP and MP, cast Cure spells and talk to the white chocobo in Chocobo Village.



CHOCOBO VILLAGE

In the square space to the left of the entrance, Fat Chocobo can be summoned with a Gysahl. There are also black chocobos in the area. Chase one down and ride it out of the village. On the world map, fly due east of the Chocobo Village to a nearby island covered by mountains and forest. Land the black chocobo in the forests near the cave entrance. Save your game and use a Tent if necessary before entering.

Items Found
Gysahl

MAGNETIC CAVERN

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Cave Bat	334	42	3	Normal bats that drain life.	Projec. Holy	151	598
CaveNaga	285	40	3	Casts Slow.	Holy	201	800
Mage	300	44	3	Uses special attack Blast.	None	232	1000
Ogre	865	60	2	Giants with high attack power.	Holy	240	800
VampGirl	270	38	2	Excels at using Vampire attack.	Fire, Holy	195	810

SUGGESTED LEVELS

CECIL	TELLAH	LEVELS
22	24	
CID	YANG	
22	22	

As previously mentioned, remove all metallic armor and weapons from your characters before entering the Magnetic Cavern. Characters bearing metal items will be immobile and useless in battle. Equip them with items such as Leather armor, Feather hats, and Ruby Rings. Cecil should be equipped with a bow and Holy arrows, and Cid should bear his Wooden hammer again. Yang's claws are not affected by the cavern's properties, so equip him with the strongest ones available.

Items Found
HiPotion (2)
Unihorn
EtherI (2)
2000 Gil
Silk Web
HrGlassI
Fairy (claw)
Exit
Earth Crystal



Enemy Encounters

When fighting Ogres, use Holy arrows and Yang's Power attack to defeat them more easily. Quickly blast Cave Bats and VampGirls with Tellah's Fire3 spell, to avoid HP drain in battle. Mages are impervious to level 1 elemental spells, so use high-powered spells and physical attacks against them.



Navigation

The Magnetic Cavern is a very straightforward area. Be sure to check behind all doors for useful items and save points. On B4F, when you reach the cluster of torches, first head across the platforms to the right and use the save point. The door in the column at the top of the area leads to the Crystal Room, where you'll encounter the Dark Elf.

BOSS: DARK ELF

HP: 23890

EXP: 1000

Gil: 4000

ATK: 18

DEF: 0

Weak Vs.: None

The Dark Elf's ceaseless magic attacks decimate the party during the first half of the battle. This is a story-driven battle, so there is little to do. Then Edward plays a song to disrupt the magnetic field in the cave, enabling the use of metallic equipment and restoring the party to full health for the real battle. Take time to properly equip everyone with his strongest armor and weapons, then move to the Dark Elf and engage it.



During the second battle, cast Tellah's Wall spell on as many characters as possible. This way, the Dark Elf will cause itself some damage with its own magic spells. Use Yang's Power attack, while Cecil and Cid attack normally. Use DietFoods to cure Pig status. After its HP is gone, the Dark Elf transforms into the Dark Dragon and the battle continues.



BOSS: DARK DRAGON

HP: 3927

EXP: 6000

Gil: 5000

ATK: 94

DEF: 1

Weak Vs.: Holy

Continue using your strongest attacks, but avoid black magic spells weaker than level 3 since the creature is highly resistant to them. Have Tellah heal everyone after the Dragon uses its Dark Breath attack. If you don't have a Mythril sword, equip Cecil with a bow and Holy arrows.



When the Smoke Clears

After the boss fight, grab the Earth Crystal and leave the cave. On the way out, the enemies can be defeated more easily since the magnetic field is gone. Yang can kill Ogres with one hit using the **Fairy** claw found in the cave. Use this opportunity to level up the characters for the events to come. Then hop back on the black chocobo, which will fly you directly back to its village. Walk or ride another chocobo back to Troia.



TROIJA CASTLE

Return to the clerics and they will be amazed that you've returned with the crystal. However, Kain's voice cuts their celebration short. Talk to the clerics to get permission to take the castle's treasures. On the way out of the castle, stop by the treasure room in the northeast tower that was inaccessible previously. In the underground room are 18 chests containing all the items on the list. Then leave the castle and board the Enterprise. The crew is taken immediately to the Tower of Zot.

Items Found

HiPotion (2)
Remedy (2)
Ether1 (2)
Ether2 (2)
Elixir
EchoNote (2)
GreatBow
Fire (arrows) (2x10)
Bolt (arrows) (x10)
Ice (arrows) (2x10)
Ag Apple

TOWER OF ZOT

MAIN OBJECTIVES:



Find helpful weapons and items.



Defeat the Magus sisters.



Rescue Rosa.



Survive the assault of Valvalis.

TOWER OF ZOT

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Carapace	700	72	4	Absorbs fire.	Ice	224	920
Centaur	380	58	2	Part human and part horse.	None	172	860
EpeeGirl	425	60	3	Female epeeist, high attack power.	None	200	1050
Gremlin	410	56	3	Witch that casts Charm.	Fire	275	1221
IceBeast	520	64	3	Strong vs. ice. Uses Blizzard.	Fire	276	1441
Ice Liz	480	62	2	Uses Petrify. Strong vs. ice.	Fire	289	1331
Marion	473	56	3	Summons. Casts Death when confused.	None	195	1000
Puppet	256	56	3	Uses many types of magic.	Fire	180	800
Slime	105	52	254	Slimy enemy with high defense.	Fire	50	750
SwordMan	360	64	2	Uses Absorb and Curse.	Fire, Holy	175	840
Witch	350	50	2	High attack power.	None	329	1551

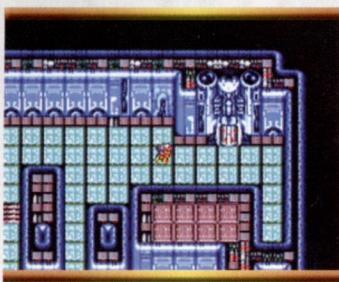
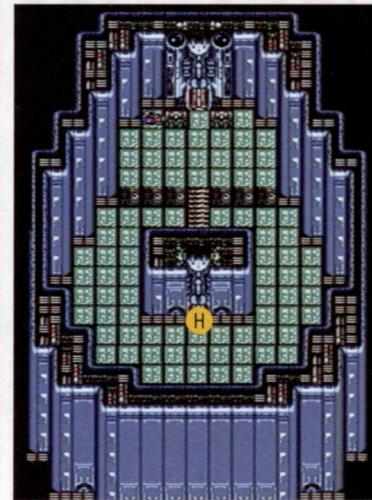
Items Found

Flame (armor)
Flame (sword)
HellClaw
Flame (shield)
Gaia (hammer)
Wizard (robe)

SUGGESTED LEVELS

CECIL	TELLAH
30	27
CID	YANG
28	30





After communicating with Golbez, move directly upward to collect the **Flame** armor from the box in the top left corner of the map. There are relatively few items to get in the tower, but navigation is confusing so pause your game until you've thoroughly studied the maps. Prolonged travels will leave your party low in HP and MP, since random battles are so frequent.

Treasure Monsters

Close to the exit of 2F, divert momentarily into the right passage and open the box in there. A treasure monster appears. This is usually a particularly tough creature that must be defeated to win a prize. In this case, a FlameDog will appear, and you should use Ice spells to defeat it and win the **Flame** sword.



Careful Advancement

5F is sectioned off, so you must use several entrances from 4F to reach the different areas. Just be sure to collect all the items before reaching the boss fight location, because the items will be beneficial in your struggles. Enter the save room and use a Tent before taking on the bosses.

BOSS: MAGUS SISTERS

SANDY	HP: 2591	EXP: 2500	Gil: 3000	ATK: 30	DEF: 1	Weak Vs.: None
CINDY	HP: 4599	EXP: 2500	Gil: 3000	ATK: 36	DEF: 2	Weak Vs.: None
MINDY	HP: 2590	EXP: 2500	Gil: 3000	ATK: 30	DEF: 1	Weak Vs.: None

The middle sister, Cindy, heals and revives the other two, so focus on finishing her off first. Since she will have Wall cast on her almost immediately, use physical attacks and Yang's Power attack to defeat her. Afterward, use magic and regular attacks to kill the smaller sister, Mindy, who casts spells. Then it should be easy to finish off the tall one, Sandy.



After the Sisters

Do the party a big favor and return to the last save point. Use another Tent and save. **Remove all the items from Tellah, don't leave him equipped with anything.** Then enter the door previously guarded by the Magus sisters and move north to find Golbez and Kain. After Tellah fights Golbez, he leaves the party. Don't be too sad, as Kain and Rosa are great replacements. Rosa lost her armor, so equip her immediately with good armor, a bow, and arrows. As you start to exit the prison room, Valvalis attacks.

BOSS: VALVALIS

HP: 8636	EXP: 9000	Gil: 5500	ATK: 88	DEF: 0	Weak Vs.: None
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Valvalis will wrap herself in a tornado and do massive damage to each of your characters with her Wind attack. Use Rosa's strongest Cure and Life spells to keep the party going. While the tornado protects Valvalis, regular attacks are ineffective. Use Kain's Jump attack to bring her out of this state, and then hit her with Yang's Power attack while Cecil and Cid continue to strike with weapons. Try to destroy Valvalis before she wraps herself in another tornado, or it could spell your doom.



THE UNDERTOWORLD

MAIN OBJECTIVES:



Drop the Magma into the bottomless well.



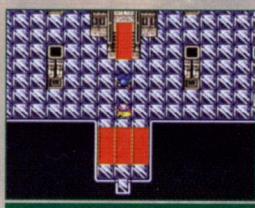
Fly the Enterprise into the crater.



Meet the king of the dwarves.



Protect the dark crystal from Calbrina.



Confront Golbez.



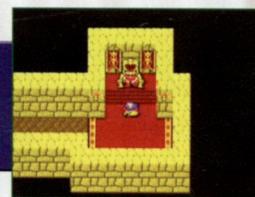
Follow the villain northwest to the Tower of Babil.

CASTLE BARON

Rosa teleports the party out of the collapsing tower to the safety of Cecil's room in Castle Baron. After Kain informs the party about the crystals of darkness, he hands over the **Magma**.

TIP

Before leaving Baron, return to the basement of the northeast tower. You can now enter a new area formerly blocked by a magic barrier. Here, Cecil will encounter the ghost of King Baron, who instructs him to return after visiting the Land of Summons. Check the *Secrets* section for more details.



AGART

Fly directly south from Baron to the island where Agart lies. Enter the building that houses the bottomless well and drop the Magma into it. A massive crater appears in the mountains outside the village.

Board the Enterprise and position it directly over the crater. Press X to descend into the Underworld. After flying into the crossfire of a battle, the airship will land near the Dwarven Castle.

DWARVEN CASTLE

Proceed directly north through the castle to the throne room of King Giott. Cid leaves the party to commence repairs on the Enterprise. After Yang senses a presence in the Crystal Room behind the throne, the group moves in to confront the enemy.

SUGGESTED LEVELS	
CECIL 33	ROSA 33
KAIN 35	YANG 34

Items Found

5000 Gil
Dwarf (axe)
Bacchus (2)
Elixir (2)
Ether (2)
HrGlass2
Strength (glove)
HiPotion
BlkBelt
Gysahl (3)
Cabin (3)

BOSS: 3 CAL, 3 BRINA

CAL HP: 1369 each EXP: 1000 each Gil: 500 each ATK: 54 DEF: 1 Weak Vs.: None

BRINA HP: 369 each EXP: 1000 each Gil: 500 each ATK: 54 DEF: 1 Weak Vs.: None

The red Brinas in the front row are extremely easy to take out, so let Cecil and Rosa handle them while Kain and Yang tackle the blue Cals in the back. Use Kain's Jump and Yang's Power attacks. The idea of this battle is to take out as many of the smaller dolls as possible before they unite into Calbrina, so that the total amount of EXP and Gil gained at the end of both battles is greater.



BOSS: CALBRINA

HP: 5315 EXP: 12000 Gil: 5000 ATK: 106 DEF: 2 Weak Vs.: None

Use Rosa's Aim ability to pelt this thing with arrows. Yang and Kain should continue to Power attack and Jump, respectively. If you're at the suggested levels for this part of the game, you shouldn't have much trouble defeating the big baby doll.



BOSS: GOLBEZ, SHADOW

GOLBEZ HP: ??? EXP: 15000 (both) Gil: 11000 (both) ATK: 86 DEF: 0 Weak Vs.: Holy, Fire

SHADOW HP: ??? EXP: 15000 (both) Gil: 11000 (both) ATK: 86 DEF: 4 Weak Vs.: None

As part of the story, Golbez will cast Hold Gas, which immobilizes the visible party. If you're lucky, Kain will be in mid-Jump when Golbez does this, so that he stays active. In the meantime, Golbez summons Shadow. This creature can employ the special attack "Demolish" three times in a row, KO'ing your characters. When Shadow is just about to finish off Cecil, an older Rydia rejoins the party. Immediately open Rydia's Call menu. She learned a lot of new summons while she was gone! Call Titan to do massive damage. Cecil's attacks will also inflict a lot of pain for the rest of the battle, and Golbez should be finished in no time.



The Creeping Hand

Golbez's hand manages to survive the battle, and the crystal is stolen. After Cecil and crew apologize to the king, he asks the party to infiltrate the Tower of Babil and steal back the seven crystals. The dwarven tank army will create a diversion so you can sneak inside.



Tour the Dwarf Castle

In the hall below the throne room, there are stairs on the left and the right. The east stairs lead to the Weapon and Armor Shops. Walk directly between the two counters to reach an area called the Rally-ho Pub. Read more about this area in the **Secrets** section. The stairs on the right side of the room lead up into the East Tower. Find a **Dwarf** axe on the third floor. On 4F, find a secret passage to reach the pots near the bottom. Search them to find a **Bacchus**, and head up to 5F. Navigate the hidden passages through the brick walls to open the chests, to collect a **Strength** glove, an **Elixir**, an **Ether**, and an **Hrglass**.



Return to the hall outside the throne room. The left stairs on this floor lead to the Item Shop and the Inn. Resting here costs a whopping 600 Gil! Don't waste the money here, because you'll soon find a way to recharge for free. Search the pot to the left of the counter to find 5000 Gil, and head upstairs into the West Tower. On 4F, there is a secret passage on the right that leads you to the lower right pot. Search it for another Bacchus. Navigate the hidden passages on 5F to reach an Elixir, a HiPotion, a BlkBelt, and an Ether1 near Namingway's position.

Return to 2F where the Inn is located, and move left to the stairs. On B1F, move past the Infirmary. Speak to the first guard, and he will open a secret passage for you. First, move to the right and search the pots for three Gysahls. Now ascend the carpeted stairs, where you can summon Fat Chocobo. Clear as many items as needed out of your inventory, then enter the secret passage.

The Dwarven Base

Move through the caverns under the castle, and don't miss the three Cabins in the chests at the end of the right passage. Move down into the Dwarven Base, where preparations for the assault on the Tower of Babil are underway. Pass through the bottom doors and drink from the Water of Life on the far left to restore HP and MP.



UNDERWORLD BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Armadillo	325	58	4	Use magic and attacks to defeat.	None	194	1555
BlackLiz	792	64	4	Evil lizard that uses Petrify.	Ice	43	1298
Centipede	655	76	5	Casts GaiaRage when attacked.	None	342	2714
Dark Imp	199	56	0	Weakest enemy in Underworld.	None	45	1930
GlomWing	1580	100	4	Uses special attack Powder.	Projec	510	2837
Gorgon	2550	134	4	Special attack Glare petrifies.	None	240	3003
RockMoth	900	74	14	Uses special attack Powder.	Projec	312	3114
RocLarva	986	72	3	Absorbs MP with Psych.	None	39	2822
Tortoise	435	70	3	Use ice attacks to defeat it.	Ice	234	1666
TrapRose	370	62	2	Uses special attack Pollen.	Fire	32	1204

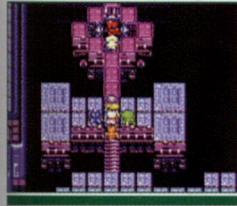
Leave the Dwarven Base and head northwest on the continent. Check the suggested levels for the Tower of Babil, and level up your party in random battles while crossing the land. Return to the Dwarven Base and drink the Water of Life to recharge HP and MP when needed.



When you near the base of the tower, the dwarves' tanks will start firing volleys of bombs to distract the enemy while you sneak inside. Be sure to save your game on the way.

TOWER OF BABIL

MAIN OBJECTIVES:



Ascend the tower to 8F.



Fight Dr. Lugae and his creation.



Use the TowerKey to open the way to the super cannons.



Return to the entrance.



Speak to Cid's assistants at Castle Baron.



Transport the hovercraft to Eblan.



Scour the ruins of Eblan Castle.



Ride the hovercraft across the shallows.



Find the survivors in Cave Eblan.



Catch up to Prince Edge in the underground pass.



Sneak back into the tower.



Learn the awful fate of King and Queen Eblan.

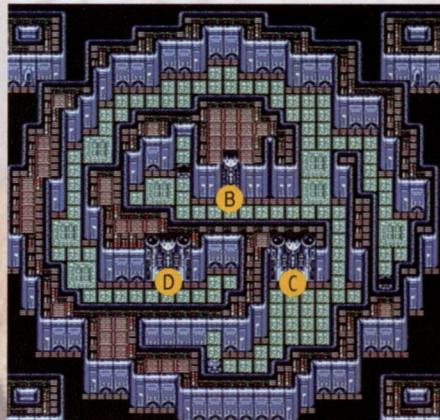
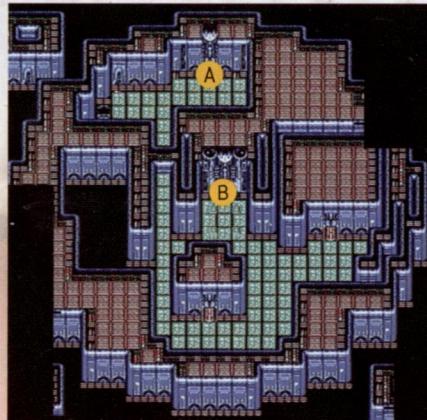


Seek revenge against the demon Rubicant.

TOWER OF BABIL - UNDERWORLD BESTIARY

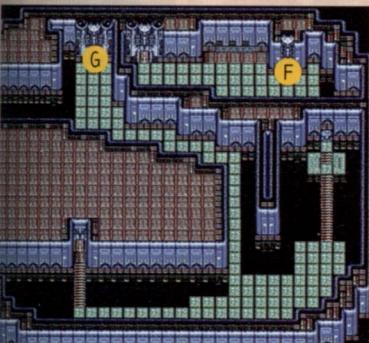
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Alert	1425	112	0	Sounds alarm to call monsters.	None	380	2008
Egg	???	-	-	Monster egg. Hatches when attacked.	None	???	???
EvilDoll	388	64	3	Casts many types of magic.	None	269	1408
FlameDog	1221	68	3	Attacks with fire.	Ice	244	1700
FlameMan	579	76	4	Absorbs fire attacks.	Ice	300	1700
Chimera	700	80	3	Absorbs fire, bolt, and ice attacks.	None	225	1708
Medusa	490	64	4	Glare turns targets to stone.	None	225	1208
Naga	320	66	4	Tongue attack has same effect as Sleep.	None	150	1118
Stoneman	2560	84	4	Monster made of stone.	Ice	238	2908
Tofu	298	66	254	Physical attacks are ineffective.	Ice	384	1008

SUGGESTED		LEVELS
CECIL	ROSA	
37	36	
RYDIA	KAIN	
36	40	
YANG		
38		



To Save Point

Items Found
Ice (arrows) (2x10)
Ether1
Bandanna
IceSpear
IceBrand
CatClaw
HiPotion (2)
Life
Archer (bow)
Notus
IceArmor
IceShld
Boreas
Ether2
TowerKey



1F

Collect the **Ice** arrows from the two left chests, and navigate right for an **Ether I**. Many of the enemies in the tower are weak against ice, so equip Rosa with Ice arrows and use Rydia's Ice spells. Call upon the ice goddess Shiva to dispatch large parties of FlameDogs and FlameMen, as well as the Stoneman monsters encountered further up the tower.

2F

The two extra doors at the bottom and right side of this level lead to chests containing treasure monsters. Each of them is an Alert drone, which will call another monster into the battle when attacked. The idea is to destroy the Alert with one hit, so use Kain's Jump attack, or Yang's Power hit. On this level, defeat the Alerts to win the awesome **IceSpear** and **IceBrand** weapons.

3F

Move down to the lower right door first, which leads to a section of 4F where you can acquire the **Archer** bow and **Notus**. Then return to 3F and navigate to the lower left door.

4F

A save room is directly across from the west entrance. At this late stage in the game, you should use Cabins to restore the party fully. Proceed north and follow the twisting path to a room where you must fight an Alert to get the **IceArmor**. Below that room is another chamber where you can fight for the **IceShield**. The lower room to the right is empty.

5F

The door at the top center is locked, and the party must defeat the boss to obtain the key. The chest on the left contains a **Boreas**, and the far right chest holds a **HiPotion**. Proceed through the upper right door, and through a small portion of 6F to the next floor.

7F

The top right door leads to a save room. Save your game before moving on to the boss. If the random battles wear you out again before you get to the exit, don't hesitate to return to the save room and use a Cabin.

BOSS: DR. LUGAE, BALNAB, BALNAB-Z

DR. LUGAE	HP: 4936	EXP: 0	Gil: 0	ATK: 18	DEF: 0	Weak Vs.: None
BALNAB	HP: 4832	EXP: 0	Gil: 0	ATK: 86	DEF: 0	Weak Vs.: None
BALNAB Z	HP: 4518	EXP: 0	Gil: 0	ATK: 114	DEF: 1	Weak Vs.: None

The mad doctor will "heal" Balnab with oil to keep it running smoothly, so eliminate Lugae first. Without its master there to oil it, Balnab will Detonate, damaging one of the party members. However, if the party defeats Balnab first, Dr. Lugae will take control of the robot to form Balnab-Z. After a few rounds, Lugae will accidentally Detonate Balnab-Z as well. The fastest and most painless way to defeat these two is to have Cecil, Kain, and Yang all Parry while Rosa heals the party. Meanwhile, Rydia should summon Titan repeatedly. Titan should only have to pound the pair a few times to defeat both the scientist and his creation.



BOSS: LUGABORG

HP: 9321	EXP: 10101	Gil: 4000	ATK: 86	DEF: 1	Weak Vs.: None
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If you lost a character in the last battle, getting him or her back on track is hard. Lugae transforms into a robot skeleton, then immediately casts Poison on the entire party. You can waste Antidotes if you have them, but the crazy doctor will remove the status from everyone just a few turns later. So make better use of your turns by attacking, and just have Rosa cast Cure spells to keep HP up. Equip Yang with BoltClaws, and have Rydia call Ramuh or cast Bolt2. After Dr. Lugae removes the Poison status, use Rosa's Aim attack to fire Bolt arrows at Lugaborg.



Save the Dwarves

As Dr. Lugae disintegrates, he warns that the super cannons are about to annihilate the dwarven tank army outside. Quickly take the **TowerKey** back down to level 5F. Use a save point on the way. Cross the bridge to the locked room. **Before using the key to enter, you might want to remove any items from Yang that you want to keep handy.** Inside, the party will fight a group of Dark Imps.

Return to the first floor, where Golbez tries to eliminate the party with a trap. After a series of events, the party is back onboard the Enterprise and hovering over Agart in the world above.



CASTLE BARON

Land outside Baron and enter the castle. Find Cid's assistants in the eastern courtyard of the castle. The engineer instructed them to modify the Enterprise with a hook to carry the hovercraft. Fly back to where you left the hovercraft on the world map, and position the Enterprise so that it casts its shadow directly on the hovercraft. Then press X to pick up the vehicle.

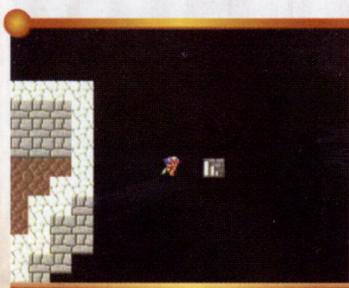
EBLAN ENVIRONS

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
HugeCell	695	60	4	Often retreats, so defeat it early.	None	253	1504
Roc	500	66	3	Magic defense is extremely high.	Projec	150	1404
RocBaby	50	60	2	Uses Break, which petrifies enemy.	Projec	81	1004
Staleman	1950	86	4	Steel monster.	Ice	445	703

SUGGESTED LEVELS	
CECIL	ROSA
40	38
RYDIA	KAIN
39	43

The Tower of Babil pokes out of the Underworld on the small continent where the kingdom of Eblan lies. You can get to this continent by flying directly south from Troia or directly west from Agart. First investigate the ruins of Eblan Castle on the east coast, then board the hovercraft and ride the shallows west to the entrance of Cave Eblan.



EBLAN CASTLE

The demon Rubicant seems to have successfully destroyed the entire kingdom of Eblan. Not a single soul stirs within the castle walls, and the kingdom's treasures lie waiting to help you in your quest.

The easiest items to get are the ones nearest the Throne Room. Proceed directly north through the castle, collecting a **HiPotion** along the way. In the royal chamber, there are secret passages off to the left and to the right that lead back to the previous chamber, so that the five items there can be collected.

West Tower

Return to the courtyard and descend the left stairs, then pass under the portcullis and enter the tower. There is a secret passage just inside the entrance that leads to the chest on the right. A Staleman and four Skulls pop out. Defeat them to

receive the **Sleep** sword. Climb to 2F and find a **Bacchus** among the top three pots, then head straight down from the stairs to enter a secret passage that leads to the **Mute** arrows and **10000 Gil** in the right chests. Finally, move into the left alcove to find a secret staircase that leads down to a **Kamikaze**.



Items Found

Bacchus (2)
Kamikaze
Mute (arrows) (x10)
10000 Gil
Sleep (sword)
Coffin
Exit
Ether1 (3)
Hermes
Cabin (2)
HrGlass2
Ag Apple
BloodSpr
HiPotion
Soft
MaidKiss
Unicorn
Alarm

East Tower

Move to the top of the first floor and head left into a secret passage that leads to the **Coffin** on the side. Go upstairs and press the switch to open the secret door into the next room. Circumvent the staircase by heading down and around it to enter the room, then take the items on the left. Search the pots for a **Hermes**, then move directly to the right into a secret passage that leads down to the seemingly inaccessible chest. Fight two BlackCats and a Lamia to get the **BloodSpr**, a spear that drains HP from enemies and transfers it to Kain. Note that all such weapons have the **opposite effect** when used against undead; they will heal the undead enemy by draining HP from the wielder. The black hole in the floor drops down to an **HrGlass2**. If you walk straight downward, you end up in the Basement.

Basement

As you move downward, there are two **Ether1s** on the left. Opening the right-chest releases three Mad Ogres that try to pound your party to dust. Summon monsters are ineffective against these creatures. You'll get an **Ag Apple** for your troubles. Follow the path to the right, which leads outside of the castle.

CAVE EBLAN

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
GiantBat	439	56	3	Enormous bat, uses Vampire attack.	Projec. Fire	262	1977
Ironback	100	74	4	Use weapons and magic to defeat.	None	233	1077
Skull	740	75	3	Undead monster that casts Bolt2.	Holy. Fire	116	1577



Pass to Babil

Proceed to the top of the cave, collecting items on the way. Talk to the fallen soldier at the top, then go down into the niche beside him. Follow this secret passage all the way down to a **HiPotion**, then return to the wounded guard and continue north.

Find another collapsed guard, then move to the top of the screen and collect a **Kamikaze**. As you head straight down from there to the bottom, search on the right side for a secret passage that leads to a **Shuriken**.



Items Found

Vampire
Shuriken (2)
Remedy
Potion (2)
Ether1
Tent
HiPotion (3)
Cabin
Elixir (2)
Silk Web
Life (2)
HrGlass2
Kamikaze
Soft
BloodSwd
Ether2

The survivors of Eblan Castle, after the destruction of their home, have set up camp in the next chamber. Behind the first door are the Inn and the Item Shop. In the Weapons/Armor Shop, there are some extremely good items to buy if you have the money. The door on the far left of the cave leads to the infirmary, where the wounded are treated; there, you can search the pots on either side to find two **Potions**. The northernmost door between the two guards leads onward.





Passing yet another wounded guard on the way south, empty the three chests, then enter the secret passage above the Cabin's location to reach two **Elixirs**. Follow the path as it curves south, then all the way back up north.

Grab the **Soft** from the left chest, then save and use a Cabin if needed in the sanctuary room off to the right. Find the secret passage that leads to a chest containing two Stalemen. Defeat them to win the **BloodSwd**.

The Ninja Prince

As the party nears the top exit, a battle occurs between the demon Rubicant and the hot-headed young prince from Eblan. Pay close attention to what occurs during the battle, because it is the key to defeating Rubicant later. Afterward, the party will rush to the aid of the ninja Edge, and he will join the party.

Unfortunately, Edge is at level 25 with 790 HP, which is way below the recommended levels for your characters. Before proceeding back into the Tower of Babil, level him up by fighting the creatures found in the cave. While you're at it, be sure to head left from the spot where Edge joins, into a secret passage where you can get an **Ether 2**.

TOWER OF BABIL - OVERWORLD

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Balloon	697	72	4	Detonates when HP is low or Ice spells are cast on it.	Projec	315	2459
BlackCat	593	72	3	Uses Blaster when attacked.	None	345	2758
BladeMan	1050	76	4	Knight that casts Wall and Bio.	Holy	211	2559
Grudger	1400	76	4	Absorbs Bolt spells.	Holy	149	2459
Lamia	1200	72	4	Casts Charm to confuse enemies.	None	143	2059
Mad Ogre	2000	86	4	High HP and attack power.	None	270	2359
Sorcerer	1000	82	4	Witch that calls monsters.	None	272	2359

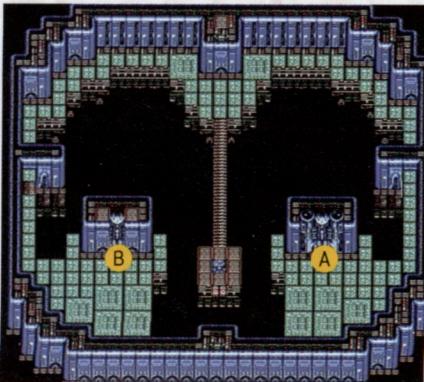
Items Found

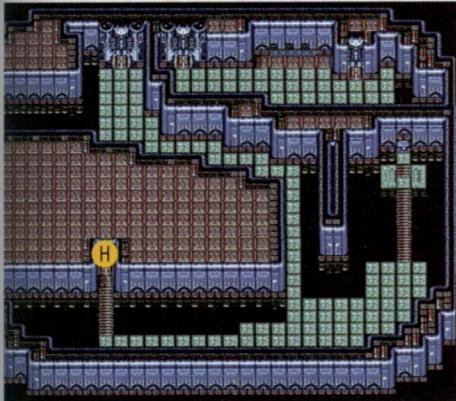
Unicorn
Succubus
Ogre (axe)
Ashura
82000 Gil
HiPotion (2)

SUGGESTED LEVELS	
CECIL	ROSA
44	42
RYDIA	KAIN
43	47
EDGE	
35	



To Save Point





Meeting Edge's "suggested level" before reentering the Tower of Babil is important. Otherwise, the ninja will likely hinder the party's progress.

Use the maps to find what few treasures there are. On B5F, move all the way to the left to find **82000 Gil**, then return to the center for the boss fight.

BOSS: KING EBLAN, QUEEN EBLAN

KING	HP: ???	EXP: 0	Gil: 0	ATK: 87	DEF: 2	Weak Vs.: None
QUEEN	HP: ???	EXP:	Gil:	ATK: 87	DEF: 4	Weak Vs.: None

Although King Eblan will attack the party with several Fire spells, this is not an actual boss fight. This is a timed event, and whether you attack or not makes no real difference. After several turns, the royalty will regain their memory.



BOSS: RUBICANT

HP: 34.000	EXP: 18.000	Gil: 7000	ATK: 88	DEF: 3	Weak Vs.: Ice
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Rubicant wants a fair fight, so the chivalrous demon restores the party's HP and MP before the battle. He is a creature of fire, and once the battle begins he uses the powerful "Scorch" attack to severely damage individual party members. Rosa will be busy healing and reviving party members. Equip Cecil and Kain with their ice weapons, and have the dragoon Jump every turn. Edge's unleashed fury teaches him two important new ninja techniques.

Spell casting is tricky. Rydia's Ice3 spell will do around 9999 HP damage to Rubicant, but only when his cloak is open. If his cloak is closed, it will **heal** him! The same is true of Edge's Flood spell, only it does less damage/healing. So don't cast either of these spells until the cloak reopens.





Crystal Room Trap

As you move into the chamber containing Golbez's seven crystals, a trap drops you into the Underworld section of the tower. Collect the **HiPotion** above your landing position, and move down through the tower to level 6F. Divert to the right side of this level briefly to find another **HiPotion**. Then enter the hangar on the left, where the party commandeers an enemy airship and christens it the "Falcon."



DWARVEN CASTLE

Guide the Falcon back across the continent and land outside the Dwarven Castle. Speak to King Giott, and he directs you to fly to the Sealed Cave to the south. The key to the Sealed Cave is his daughter's **Necklace**, which he entrusts to you.

Items Found

Necklace

Modify the Falcon

Move down to the infirmary on B1F. Inside, the party finds Cid the engineer, laid up in bed. Unable to remain still when there's an airship to fix, he modifies the Falcon to be able to cross magma. Whole new areas of the Underworld are now available to explore. Although these areas could be categorized as side quests, you should travel to all of them before facing the dangers of the Sealed Cave.

THE DARK CRYSTAL

MAIN OBJECTIVES:



Visit helpful locations in the Underworld.



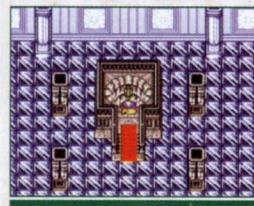
Learn the secret of the Sylvan Cave.



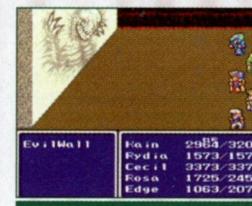
Challenge the rulers of the Land of Summons.



Crack open the Sealed Cave.



Snatch the Dark Crystal.



Halt the advance of the Evil Wall.



Report back to King Giott.



TOMRA

Fly directly south from the Dwarven Castle. When you reach the lower boundary of the Underworld, head west until you spot a small town. This is Tomra, the village of country dwarves. The Weapons and Armor Shops are connected by a secret passage. You can buy a set of Diamond armor here, and Edge can buy an Ashura to wield along with the one found previously. The Chain whip is considerably stronger than Rydia's current weapons, so buy it if you can afford it.

Items Found

ThorRage

Bomb

Notus

2000 Gil

Ether2

Bestiary

In the Item Shop, each clerk behind the counter has a different list of goods. You can stock up on basically anything here. For your journey ahead, try to pack as many Remedy medicines as possible.

The top left building in Tomra houses the town treasures, and the dwarves pleasantly invite you to take all you want. Search the chests and pots along each side to find all the items listed above.

Just for reference, the cave just outside of Tomra is the Sealed Cave. But there are still a few more places to visit before taking on the next task.



Items Found

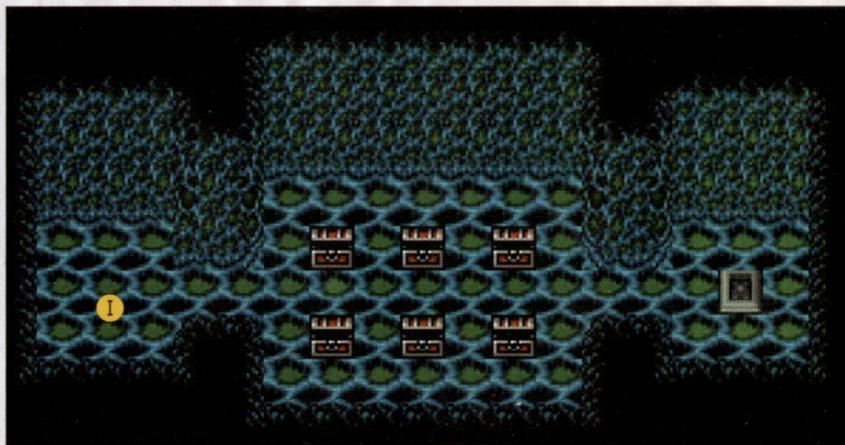
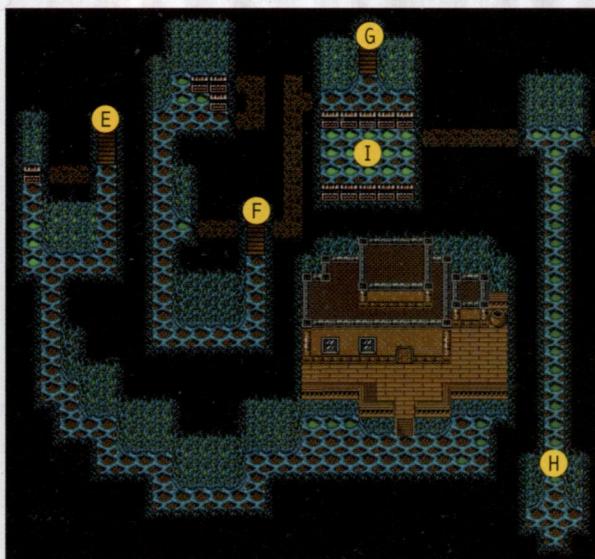
Remedy
HiPotion
SomaDrop

**KOKKOL'S SMITHY**

Talk to the two assistants to learn about Master Kokkol. Search the pots on the left for a **Remedy**, and check the pots in the top right corner for a **HiPotion**. The master smith snores away in his bed on the second floor. Search the top bookcase for a **SomaDrop**. Talk to the smith while he sleeps to learn what he needs to get going again.

SYLVAN CAVE**BESTIARY**

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
DarkTree	3900	104	3	Casts Bersk.	Fire	525	5041
Ghost	2800	100	4	Frequently casts Fire2 and Sleep.	None	362	3141
Malboro	4200	112	3	Uses Breath and Digest attacks.	None	458	5641
TinyToad	600	19	5	A toad that appears with ToadLady.	Ice	335	1841
ToadLady	2960	98	4	Makes TinyToad chant Toad spell.	None	598	3441



SUGGESTED LEVELS	
CECIL	ROSA
47	47
RYDIA	KAIN
47	49
EDGE	
37	

Items Found

Bestiary (2)
Angel (arrows) (x10)
Cabin
1000 Gil
MageMash
Elixir
CatClaw
HellClaw
Kamikaze
Remedy
2000 Gil
3000 Gil
Exit
MaidKiss (3)
Ether1 (2)
Inferno
Blizzard
LitStorm
Medusa (arrows) (x10)
Avenger
FullMoon
HiPotion (2)
FairyRod
ElvenBow
Bolt (arrows) (x10)
Ice (arrows) (x10)
Fire (arrows) (x10)

WARNING!

Do not attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.



The Sylvan Cave is located in the upper northwest corner of the Underworld. Each time you enter a new level of the cave, Rosa should cast Float on the whole party. Otherwise, the party will take damage each time they cross one of the green floor panels.

Malboros and Status Impairments

Do not attempt this area unless you have a good stock of Remedy items available. In the Sylvan Cave, you will frequently encounter a creature called a Malboro. Before you even get a turn, these creatures will most likely afflict one or more of your characters with multiple status impairments. You cannot afford to waste Rosa's MP by casting Esuna all the time, so the Remedy items will be more than handy. Use your most powerful summon monsters such as Titan and Ifrit to destroy multiple Malboros.

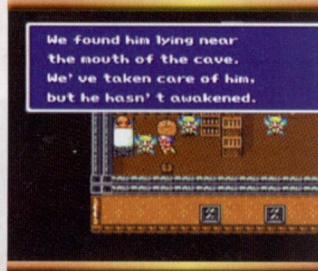


Rewards of the Sylvan Cave

As you can see on the maps and the "items found" list, there are numerous treasures to collect in the Sylvan Cave. Look for secret passages to take you to all the treasures. In many cases, you will have to fight treasure monsters that pop out of the chests, but rewards such as the **MageMash** dagger, the **ElvenBow**, and the **Avenger** sword are well worth the trouble. Not only will you have trouble juggling all the items in your inventory, you should be able to level up your characters quite easily.

The Return of Yang

Navigate your way to the home of the sylphs at the bottom of the cave. Yang's weapons can be found in the chests to the right. The sylphs won't let you take Yang back, but there is one last way that the monk can assist the party. Please check the **Secrets** section for further details.



CAVE OF SUMMONS

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Arachne	3650	102	3	Casts GaiaRage spell.	Projec	585	4388
Clapper	7600	124	4	Uses Blitz, a powerful bolt attack.	Projec	900	7777
Conjurer	3600	104	5	Calls various monsters.	None	475	3688
Fiend	3480	102	5	Casts Charm.	None	650	6388
Hooligan	2200	108	5	Uses wind attacks.	Holy	484	4088
Red Eye	2400	100	4	Gaze causes Confuse and Sleep.	Projec	465	3444
Warrior	2900	104	4	Uses Absorb skill.	None	575	4288

WARNING!

Do not attempt this area until Rosa knows the Float spell. Level up in the Underworld until she learns it. If you've been following the "suggested levels," she probably learned it a long time ago.



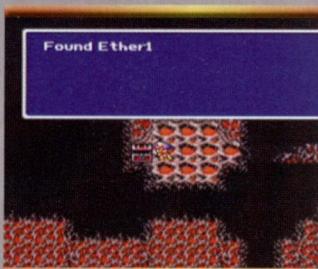
SUGGESTED LEVELS	
CECIL	ROSA
48	48
RYDIA	KAIN
49	50
EDGE	
39	

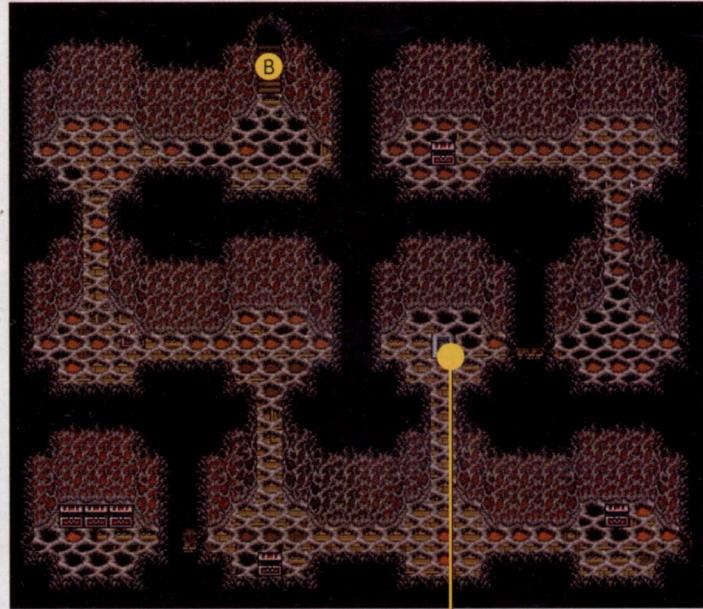
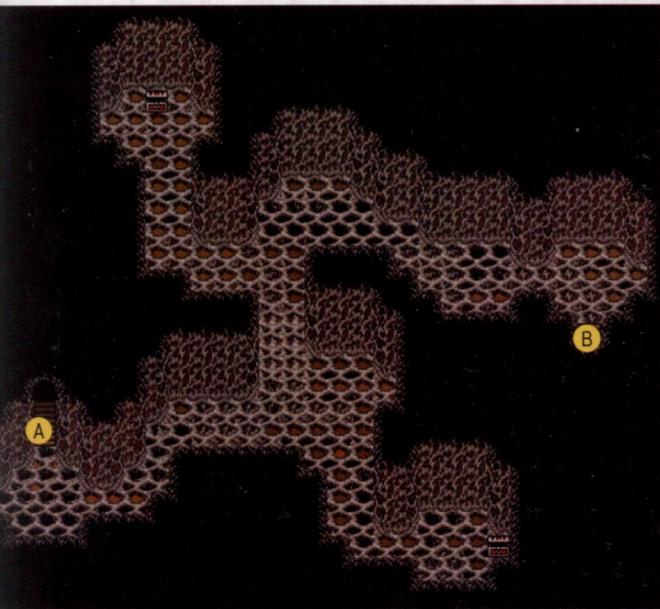
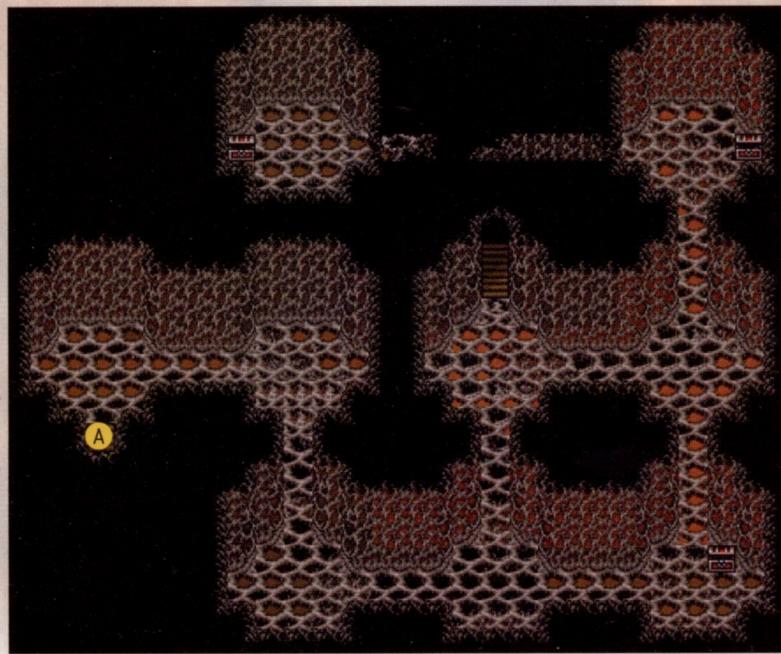
Items Found

Life (3)
Ether1
HiPotion (3)
Cabin
Bestiary (3)
Kikuichi
VenomAxe
Defense (sword)
Ether1
5000 Gil
6000 Gil
Yoichi (bow)
Yoichi (arrows) (x10)
Elixir
Ether2
Rat Tail

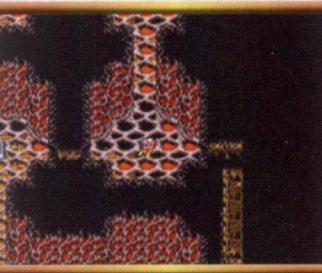
The entrance to the Cave of Summons is on a tiny island amidst the magma lakes, southwest of the Dwarven Castle and northwest of the Sealed Cave. Inside, Rydia mentions that this is where she spent her time after the disaster at sea.

Cast Float on the whole party every time you enter a new level of the cave, just like in the Sylvan Cave. Move to the right and upward to find a **Life**. Enter the secret passage across from there to reach an **Ether1**. One great thing about the Cave of Summons is that most of the secret passages are visible on the map!





To Land of Summons



When you reach B3F, search in the bottom right corner for a secret passage that leads west to three chests in an enclosed room. Follow the same secret path back to the far right, and further up to the top. The chest at the top springs loose five Warriors, and they can be defeated to acquire the **Defense** sword. This is a fantastic weapon that Cecil will wield for most of the remaining game. The gray pad in the center of B3F teleports your party to the Land of Summons.



The Land of Summons

All of the residents here know Rydia from her previous visit. At the top of the screen, a teleport pad blocks the way to a treasure chest. Simply teleport out of and back into this level to reach the chest, which contains the **Rat Tail**, a very important item that can be exchanged later.

Continue collecting items until you reach the **6000 Gil** at the bottom of the screen. Head directly upward to the top of the platform to find a hidden teleporter that takes you down to a treasure level. There you can gather a Yoichi bow and ten arrows, an **Elixir** and an **Ether2**. On this treasure level, another hidden teleporter south of the gray pad offers a quick exit from the Cave of Summons. Don't step on it if you're not ready to leave the Land of Summons yet, as you'll have to start back at the cave entrance.



King and Queen of Summons

The teleport pad near the Rat Tail location takes you to the heart of the summon monsters' home. Be sure to speak to all the monsters here for important clues. Treasure chests can be opened in the top left house, and there's an all-important save point there as well. Use a Cabin here when the party needs to recover, because the Inn costs an astonishing 1200 Gil. The chocobos on either side of the Inn clerk run the Item Shops, which like Tomra's shops sell almost anything you could want. Please check out the Armor and Weapon Shops too, and spend wisely. Some of the best equipment available can be bought here.



Just above the Weapon Shop is the Library. Inside, head downstairs and search all the bookshelves for clues about the king and queen, plus a tip about Odin. Step on the teleport pad to be taken to the royal chamber. The king and queen recognize Rydia, but they will only become her summons once the party defeats them in combat. Asura must be defeated first.

BOSS: ASURA

HP: 31.005

EXP: 20.000

Gil: 0

ATK: 134

DEF: 3

Weak Vs.: None

Asura casts high-level recovery spells to heal herself, so cast Wall on her to reflect those at the party. Rosa should still cast recovery magic, however. Strike Asura with physical attacks and summon magic. Rydia's Titan summon is particularly effective against Asura. Otherwise, don't cast any spells on her, and make sure that the Wall spell stays active until Asura submits and becomes one of Rydia's summons.

After Asura, return to the save point, use a Cabin and record your game. Don't try to take on the king unless you're at full HP and MP.



BOSS: LEVIATAN

HP: 50.001

EXP: 28.000

Gil: 0

ATK: 174

DEF: 5

Weak Vs.: Bolt

Going into this battle, be certain that the knights Kain and Cecil are not wearing ice gear, or Leviatan will cause them massive trauma with his **Ice2** spell. Also, be sure to equip the party with any bolt weapons available, to do tremendous damage to this water creature. Leviatan mainly launches water attacks, which damage each party member by up to 400+ HP each round. Rosa should cast **Cure4** often to keep the whole party going. Edge should perform **Blitz**, while Rydia casts **Bolt3**. Call Ramuh if you wish, but **Bolt3** takes less time to cast and does more damage. Yet all the trouble is worth it, since Leviatan will be Rydia's most powerful summon for quite some time.



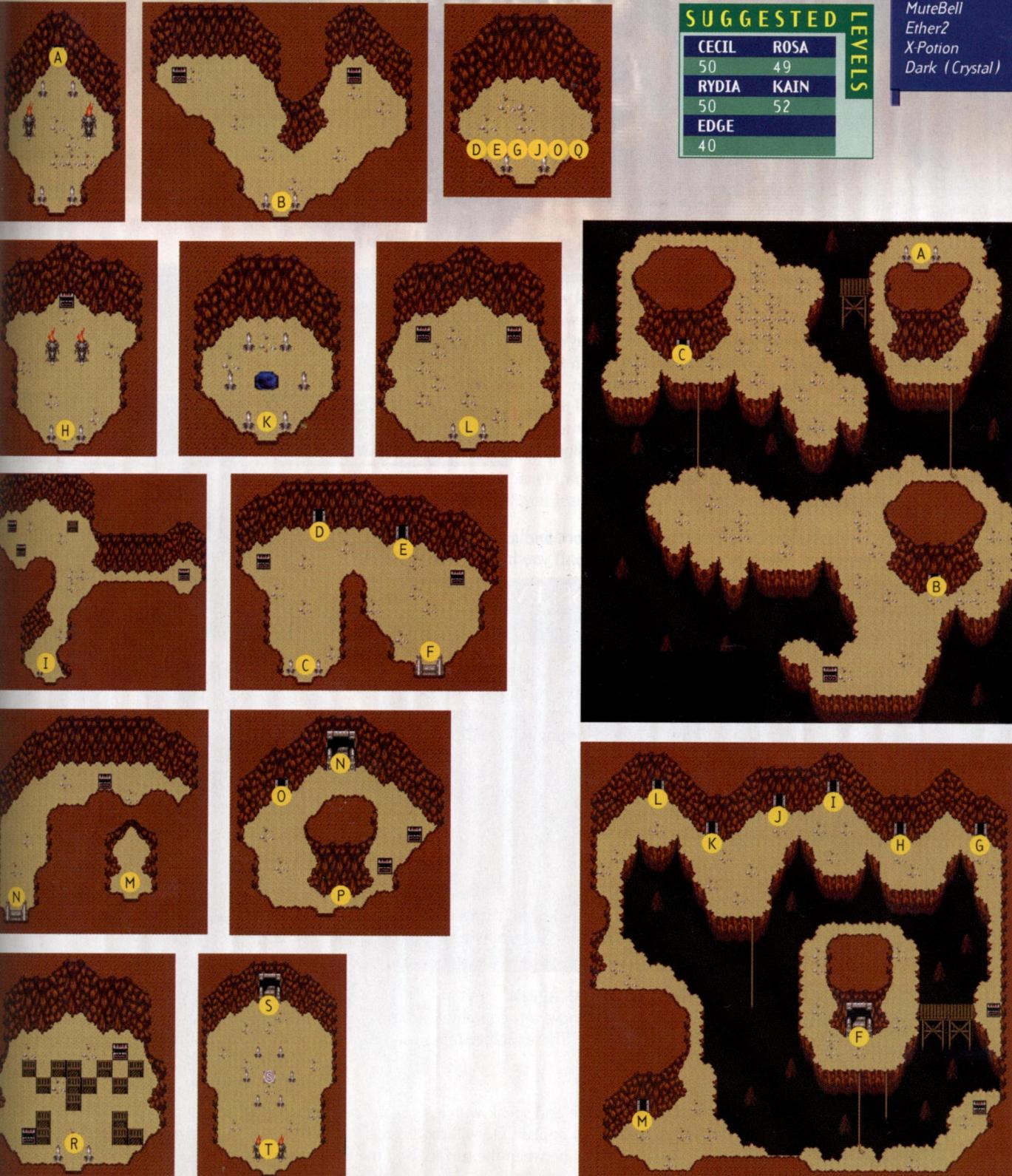
Items Found

Bestiary
 Ether1 (3)
 Kotetsu (2)
 HiPotion (2)
 Life (2)
 Light (sword)
 Fuma
 Elixir
 StarVeil (2)
 Ninja (hood)
 MuteBell
 Ether2
 X-Potion
 Dark (Crystal)

SEALED CAVE

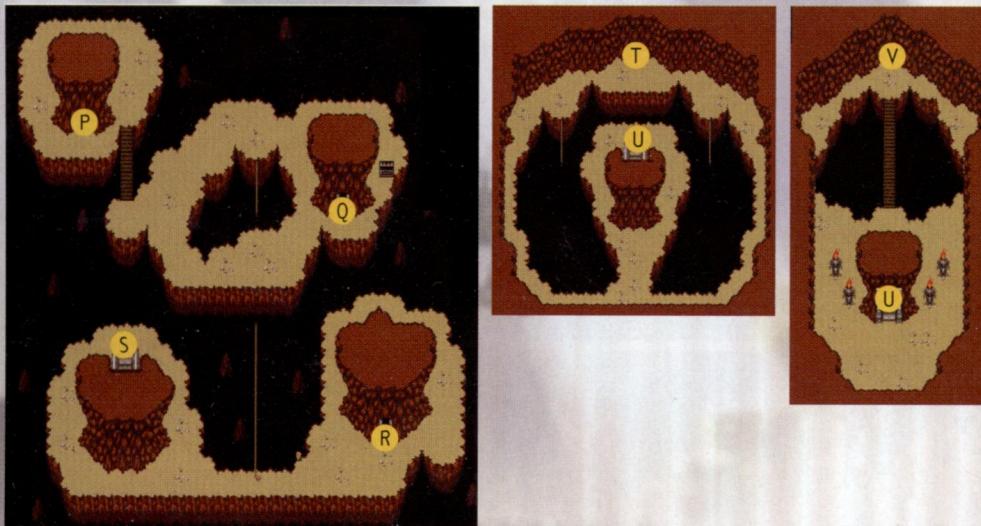
BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
HugeNaga	1480	88	3	Casts Silence to prevent magic.	None	238	3582
Mantcore	3400	114	3	Uses Blaze cold attack.	None	1200	28000
Screamer	1400	90	4	Weak against ice spells.	Ice	205	3082
TrapDoor	5000	88	3	Dimension attack causes instant KO.	None	4500	30000
VampLady	2375	88	4	Uses Vampire and Glance. casts spells.	Holy, Fire	188	3582
Were Bat	1014	94	3	Drains HP with Vampire.	Projec. Fire	355	2306
Yellow D	3100	108	4	Uses Thunder when attacked.	None	1500	28000



SUGGESTED LEVELS

CECIL	ROSA
50	49
RYDIA	KAIN
50	52
EDGE	
40	



Proceed through the Sealed Cave using the maps to determine the locations of treasures. All of the doors in the Sealed Cave will turn into TrapDoors when you try to open them.

Fighting TrapDoors

Once the TrapDoor suffers more than 4000 HP of damage, it transforms into a Mantcore. These creatures are much harder to deal with, and yield less Gil and EXP. Furthermore, if you prolong a battle with a TrapDoor, you run the risk of it instantly killing one of your party members with its Dimension attack. So, the key to winning here lies in defeating the door quickly, but with a little calculation. Plan your attacks around the TrapDoor's 5000 HP. Assuming you can't fell the monster with a single strike, wear it down without weakening it too much. Then make sure the killing blow is powerful enough to finish off the last 1000+ HP.



The Last Crystal

Navigate to the bottom of the Sealed Cave. Enter the Crystal Room and take the Dark Crystal. When you exit the chamber, one of the hardest and deadliest bosses in the game will try to eliminate your party. If you haven't seen the Game Over sign yet, get ready!

BOSS: EVILWALL

HP: 28,000

EXP: 23,000

Gil: 8000

ATK: 84

DEF: 3

Weak Vs.: None

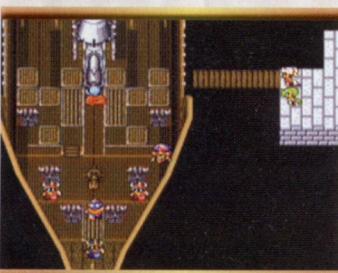
To have the easiest time defeating the impossible EvilWall, Rydia should be able to summon Leviatan and Edge should have several ninja weapons to throw.

Obtaining the Fuma in the Sealed Cave is also crucial. If you don't meet at least one of these criteria, consider reloading your last save and visiting the Land of Summons.

First, have Rosa cast Slow on the EvilWall while Rydia summons Leviatan. Kain and Cecil should perform regular attacks. Kain should not Jump, since it takes longer and slows down the frequency of character turns. Have Edge Throw the Shurikens you found at Cave Eblan, and the Fuma found in the Sealed Cave. If you can follow this strategy exactly, the EvilWall should be defeated in about three rounds.



If you don't defeat the EvilWall before it reaches your characters, it will "Crush" one of your allies each turn thereafter. The game doesn't end until all of your characters are down. Cast Life (or gamble with Asura if you're feeling lucky) or use a Life on fallen allies. Don't worry about restoring people back to full health. Try to prolong the battle just enough to summon Leviatan once or twice more.



Kain the Traitor Once Again

After the EvilWall battle, remove any equipment from Kain that you wish to keep, and return to the entrance of the Sealed Cave. There, Golbez takes control of Kain once again, and the Dark Crystal is stolen.

Report to King Giott

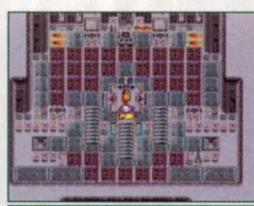
Return to the Dwarven Castle and speak with King Giott. He directs you to return to Mysidia, where the Lunar Whale is scheduled to appear. Cid will modify the Falcon so that you can break through the planet's surface. Now you may travel between the surface and the Underworld at will.

GUARDIAN OF THE LUNARIANS

MAIN OBJECTIVES:



Return to Mysidia and speak to the elder.



Enter the Lunar Whale and touch the crystal.



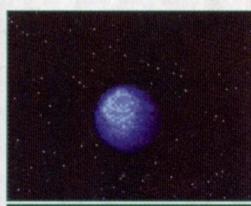
On the moon, travel the Lunar Paths.



Go west from the Lunar Paths to the Crystal Palace.



Meet FuSoYa, guardian of the Lunarians.



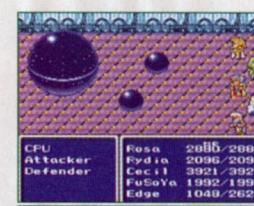
Return to Earth in the Lunar Whale.



Mount a counterattack against the Giant of Babil.



Defeat the Four Fiends once and for all.



Destroy the CPU.

MYSIDIA

Fly the Falcon to the northeast corner of the Underworld and position the craft directly over the black geyser. Press X to be transported to the world above. Fly east from the crater near Agart until you reach Mysidia. Speak to the elder, and the Mysidians will raise the Lunar Whale from the ocean floor.



Inside the Whale

To enter, move to the lower portion of the Whale and press X. The first room inside the Lunar Whale is the control room. Use the top control panel to fly across the world, and touch the central crystal to be transported to the moon. Only there will you learn the answers to the mysteries that face you.

At the bottom of the Whale is Fat Chocobo, which simplifies all your inventory-management needs. Just above is a set of hibernation chambers. You can rest in any one of them, thus negating the need to ever use an Inn again.

THE LUNAR PATH

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Crawler	1855	100	4	Casts Psych to drain your MP.	None	538	3437
Grenade	1820	108	4	Fire spells detonate it. Bolt spells cause Reaction, which destroys all enemies.	Bolt, Projec	630	2644
Judcote	1700	116	5	Like Procyote, extremely poisonous.	None	1560	6999
MoonCell	980	102	5	Revives dead monsters using Arise.	None	1100	3237
Procyote	2600	120	5	Extremely poisonous monster.	None	1850	7999
Pudding	1357	116	255	Physical attacks are ineffective.	Ice	1300	3044
Red Worm	7000	120	5	Uses Absorb. High HP and attack pwr.	Fire	310	6303

Items Found

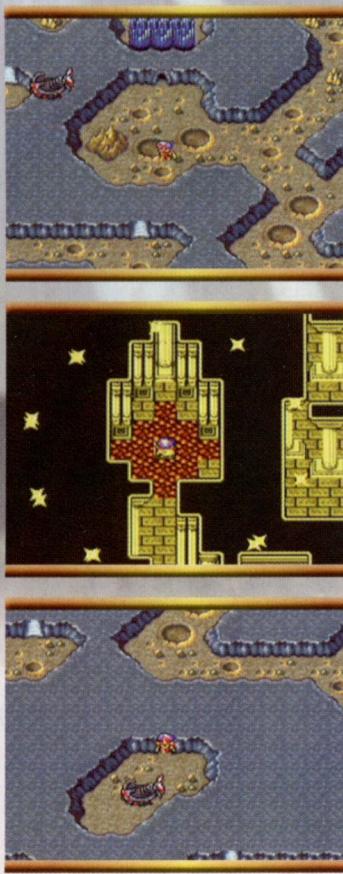
Au Apple
MoonVeil
Stardust



Once the Lunar Whale has settled over the moon, pilot the craft across the map until you spot the massive Crystal Palace. Then fly the ship just a little bit west of the palace and land on the gray plateau near a cave.

SUGGESTED LEVELS

CECIL	ROSA
53	52
RYDIA	EDGE
51	47



Move down the incline to the cave and travel through the Lunar Path, gathering the items inside. Proceed to the top and exit back onto the moon's surface. Head east and take the bottom fork in the path downward until you find the second Lunar Path. Move down through this cave back to the surface, and head west to the cave under the Crystal Palace.

Be sure to engage in plenty of random battles, and get your characters up to the suggested levels for this area. Don't hesitate to return to the Lunar Whale for rest and recuperation.



CRYSTAL PALACE

Left and right of the entrance are pads that restore HP and MP, and remove status effects. Clean yourself off and approach the dais in the center chamber, where the party meets FuSoYa, guardian of the Lunarians. The ancient wizard will join your party at level 50 with 1900 HP. He already has great equipment and knows a full complement of black and white spells. Plus, he has the ability to cast Regen on the entire party, which gradually restores HP throughout a battle. You'll be better off placing him in the back row with Rydia and Rosa, while Cecil and Edge fare better out front.

HUMMINGWAY'S HOME

Fly directly south from the Crystal Palace until you notice a cave set into a small basin. This is the home of the Hummingways. If you want to change your name, find Namingway among the swarm of his look-alikes. You may also want to search out a certain Hummingway who will sell you powerful items such as Elixirs, Ether2s, Bestiaries, and Whistles.

CAVE BAHAMUT

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Behemoth	23000	154	4	Monster with high attack power.	None	65000	57000
D. Bone	12000	140	3	Venomous monster.	Fire	6750	14000
Ging-Ryu	7500	124	4	Dragon with silver scales.	None	19000	25000
Kary	4000	122	3	Special Hug attack causes Petrify.	None	3500	13000
RedGiant	14000	122	4	Cannot use magic, but has MP.	None	7000	18500
Warlock	5100	80	5	Casts Psych to absorb MP.	None	2400	17003

Items Found

Genji (shield)
Genji (gloves)
Genji (armor)
Genji (helm)

SUGGESTED LEVELS	
CECIL	ROSA
54	53
RYDIA	EDGE
51	48
FUSOYA	
50	

Although FuSoYa directs you to return to the Earth, your battles ahead will be much easier with the help of the god of summons, Bahamut. Be advised that Rydia cannot learn this summon until she has learned Leviatan. Bahamut resides in a cave within a crater directly east of the Crystal Palace. Land near the slope on the upper portion of the outer ring, and cross the surface to the cave's entrance.



Navigation

B1F

Move directly down from the entrance to the bottom of the screen. There, collect and equip the Genji gloves. Now move to the right and search for a hidden passage that leads through the block to the Genji shield. Head to the exit in the bottom right corner.



B2F

Get the Genji armor on the left and the Genji helm on the right. As you cross the narrow bridge to the north, you'll encounter the first of three Behemoths. These are incredibly tough monsters that somewhat resemble minor bosses in strength. Unlike Behemoths you will encounter later, you cannot run from the three found in Cave Bahamut.

B3F

Two more Behemoths are encountered along the narrow path that leads to Bahamut's throne. You would be well advised to use the Exit spell after the last Behemoth fight to leave Cave Bahamut. Rest in the Lunar Whale and save your game before returning, because Bahamut is incredibly tough.

BEHEMOTHS

Three Behemoths are encountered in Cave Bahamut before reaching the end. The first is met on the narrow path at the northern end of B2F, near the exit to B3F. Two more are fought as you cross the narrow path leading to Bahamut's throne on B3F. Battles with these Behemoths are like mini-boss fights; you cannot escape them. Behemoths are highly resistant to most summon magic, but the Mist Dragon and Leviatan are both extremely effective against them. Avoid casting spells such as Meteo or Holy, however, because Behemoths will counterattack with a Storm spell that leaves all your characters with less than 10 HP. Start the battle by having Edge cast Image on himself, while Rosa casts Blink on the rest of the party. Afterward, have the men attack physically. Rydia summon the Mist Dragon or Leviatan, and Rosa heal the party as needed.



BOSS: BAHAMUT

HP: 45.001

EXP: 35.000

Gil: 0

ATK: 174

DEF: 1

Weak Vs.: None

Be sure to bring along all of your MoonVeils and StarVeils. As you might have read at the Library in the Land of Summons, there is a trick to defeating Bahamut easily.

If you defeated Leviatan prior to visiting Bahamut, there will be different dialogue: Rydia cannot learn Bahamut until she has learned Leviatan. When Bahamut does challenge the party to battle, have each character use a MoonVeil or StarVeil, and have Rosa cast Wall. Bahamut counts down from five to zero, then launches MegaFire. Characters who aren't protected by Wall, a StarVeil, or MoonVeil will be killed instantly, but those who are protected will reflect Bahamut's attack. If more than one character reflects the attack, Bahamut will do 9999 HP damage to himself each time he attacks. Meanwhile, resurrect the dead and cast Wall on them. Be sure to cast Wall every four rounds or so, in case the spell wears off. Attack Bahamut with weapons and magic when you can, to help speed the battle to its conclusion. After Bahamut nukes himself a few times, the battle is won and Rydia becomes able to summon Bahamut!



GIANT OF BABIL

BESTIARY

NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Beamer	3000	88	4	Small beam cannon.	Bolt	890	3199
Horseman	3500	126	5	Agile enemy with high attack power.	Bolt	1220	9699
Last Arm	3580	128	5	Uses Magnet and Fission.	None	338	8703
MacGiant	10000	128	4	Combat robot.	None	1500	31000
Machine	4900	118	3	Mechanized soldier.	Bolt	985	7999
Mech D.	18000	138	4	Detonates when HP is very low.	None	2550	41400
Searcher	5500	138	4	Alerts other monsters if you attack.	Bolt	900	15004

Items Found

Shuriken
HiPotion
EtherI
Alert
Yoichi (arrows)
(x10)
SomaDrop
Ag Apple
Elixir

SUGGESTED LEVELS	
CECIL	ROSA
56	55
RYDIA	EDGE
53	50
FUSOYA	
51	

Upon the party's return home in the Lunar Whale, the Giant of Babil emerges from the Tower of Babil and begins destroying the planet. Allies of the party engage the Giant in combat, which stops it momentarily. The heroes must travel through the Giant of Babil and destroy its CPU to deactivate it.

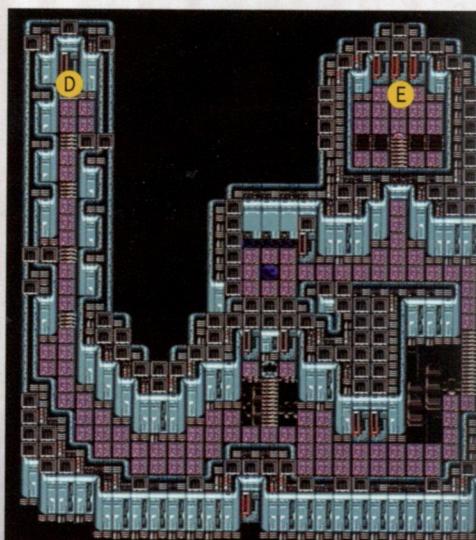
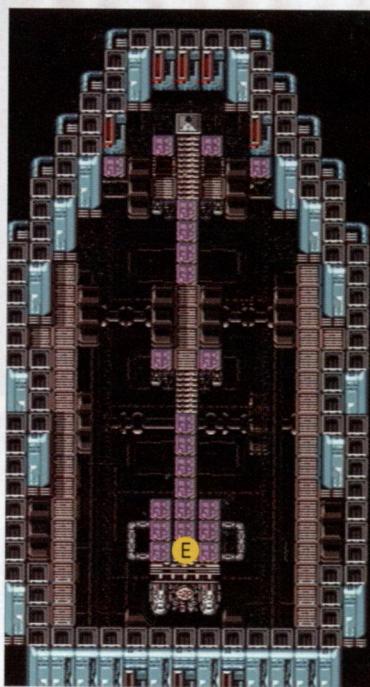
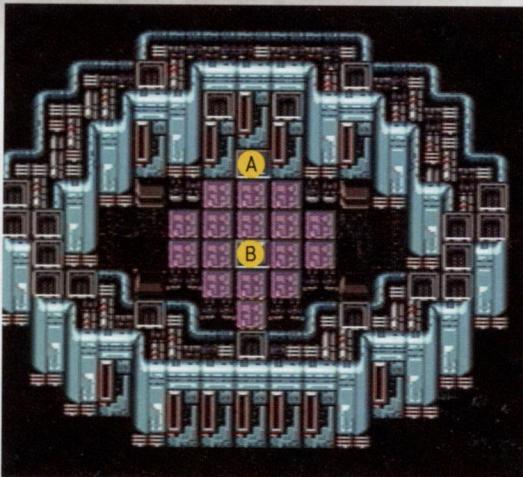
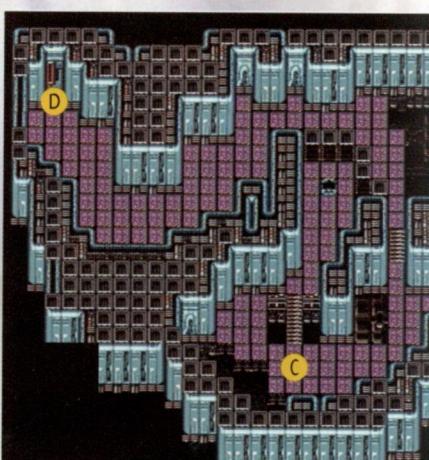
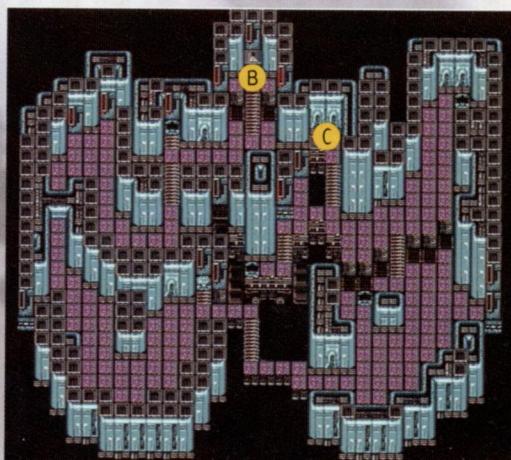
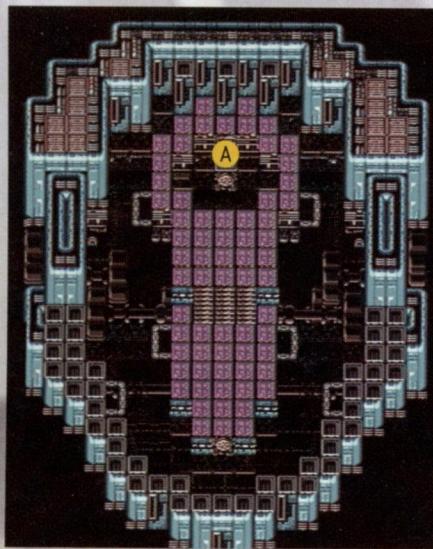


Searchers

When a Searcher is encountered, have all your characters Parry until Rydia or FuSoYa can cook up a Bolt3 spell. Edge's Blitz attack won't be effective enough. You have to destroy the Searcher with one attack, or it immediately summons other robots.

Navigation

Use the maps to move downward from the Head through the Neck, Chest, Stomach, and Passage to the final point. Be sure to save your game, because the Four Fiends have returned to give you more grief, all at once!



BOSS: FOUR FIENDS

HP: 28.000 each

EXP: 62.500

Gil: 10.000

ATK: same as prev.

DEF: same as prev.

Weak Vs.: same as previous

Each elemental demon has the same weakness as before, but different circumstances apply. Rydia's black magic spells will be much more effective than her summon magic. Cast Fire3 against Milon Z. to do maximum damage. Cast Ice3 against Rubicant, and cast Bolt3 against Cagnazzo and Valvalis. This time around, Rubicant will never close his cloak, so you need not worry that Ice spells might heal him. On the other hand, Valvalis will never come out of her tornado wrap, so her attacks will be fierce. Many Cure4 spells are required to survive.

Following the onslaught, be sure to return to the last save point. Use a Cabin and save your game before descending to the Core of the Giant.



BOSS: CPU, ATTACKER, DEFENDER

CPU	HP: 30.000	EXP: 50.000	Gil: 10.333	ATK: 174	DEF: 4	Weak Vs.: None
ATTACKER	HP: 3000	EXP: 50.000	Gil: 10.333	ATK: 116	DEF: 5	Weak Vs.: None
DEFENDER	HP: 3000	EXP: 50.000	Gil: 10.333	ATK: 116	DEF: 5	Weak Vs.: None

The Defender orb restores 3000 HP to the CPU every round, while the Attacker orb fires Maser for about 250-500 HP damage to each party member. Meanwhile, the CPU casts Wall to defend itself against magic.

Now comes the tricky part. If the two smaller orbs are both destroyed, the CPU will use its Globe199 to instantly KO two characters in one round! To avoid this, kill only the Defender orb to prevent it from healing the CPU. Keep the Attacker orb alive for now since Cure3 can easily repair the damage of its Maser attack.

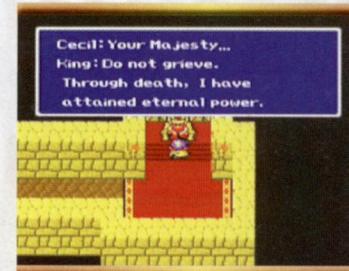
While Rosa and FuSoYa keep the party healthy, have the others attack the CPU physically. Once the CPU is gone, blowing away the Attacker orb should be no problem.



Auxiliary Firepower

Kain rejoins the party aboard the Lunar Whale, and FuSoYa leaves to battle Zeromus. If you gave Kokkol the Adamant earlier, then the sword **Excalibur** will now be ready. Return to Kokkol's smithy in the Underworld to obtain it. With Excalibur, you should now be ready to defeat Odin, so that Rydia can summon the divine warrior.

To face Odin, return to Castle Baron and descend to BLF in the east tower of the castle. The ghost of the former king appears, and tells you to return here after visiting the Land of Summons. If you've already been to the Land of Summons, the challenge of Odin will begin. If not, head there now and defeat Asura and Leviatan. Then return to Castle Baron and speak to the ghost again to fight Odin.



BOSS: ODIN

HP: 20.001	EXP: 18.000	Gil: 0	ATK: 116	DEF: 5	Weak Vs.: Bolt
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After Odin finishes three standard attacks, he will raise his sword arm and unleash his full power to KO the entire party. Therefore, you must defeat him quickly. Have Rydia use Bolt3 and Edge use Blitz. Rosa should attack with Bolt arrows. Combined with Cecil's attacks with Excalibur and Kain's Jump attack, you just might be able to conquer Odin before suffering defeat.



THE FINAL BATTLE

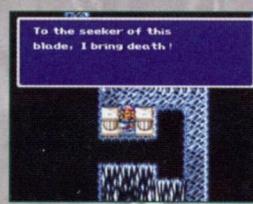
MAIN OBJECTIVES:



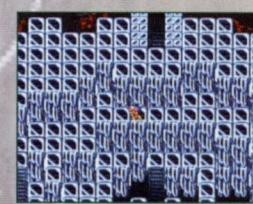
Return to the moon in the Lunar Whale.



Step on the portal to the Lunar Subterrane.



Fight powerful treasure monsters.



Descend into the crystal world at the moon's core.



Defeat Zeromus to save the world.

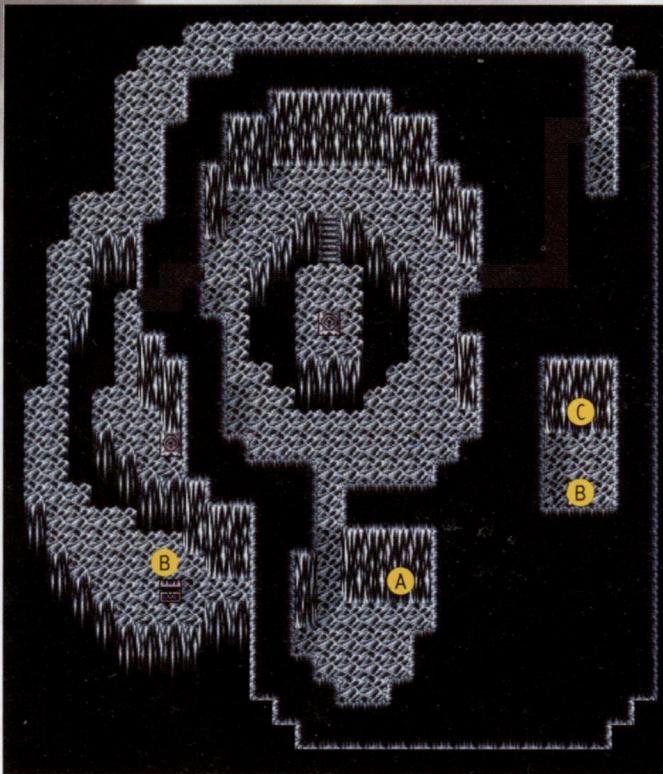
LUNAR SUBTERRANE

BESTIARY

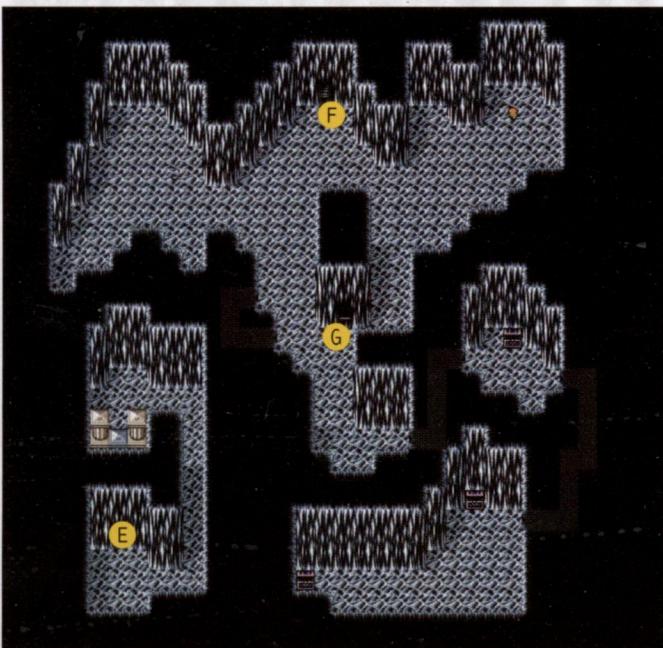
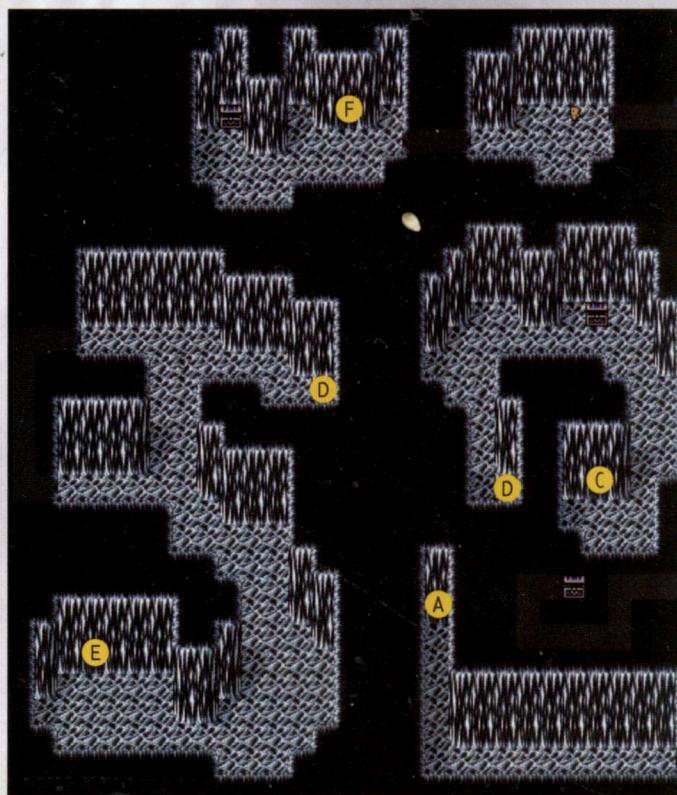
NAME	HP	ATK	DEF	NOTES	WEAK VS.	GIL	EXP
Blue D.	15000	144	4	Uses Blizzard attack.	None	40200	36000
Breath	40000	154	0	Uses special attack Blast.	None	50000	60000
D. Fossil	12000	132	4	Uses bolt and paralysis attacks.	Holy, Fire	8100	15000
EvilMask	37000	128	4	Casts Wall to reflect your spells.	None	65000	50000
King-Ryu	8200	128	54	Uses Blitz and Entangle attacks.	None	23000	30000
Mind	20000	130	254	Casts Charm to confuse opponents.	None	50000	65000
PinkPuff	20000	154	5	Uses Song attack, causes Berserk.	None	55555	10000
Red D.	15000	162	4	Uses special attack Heat Ray.	Ice	65000	41500
Tricker	12000	174	3	Casts Scan on itself repeatedly.	Bolt	10700	20000
Veteran	25000	144	5	Casts Doom to KO your party.	Projec	65200	33333

Items Found

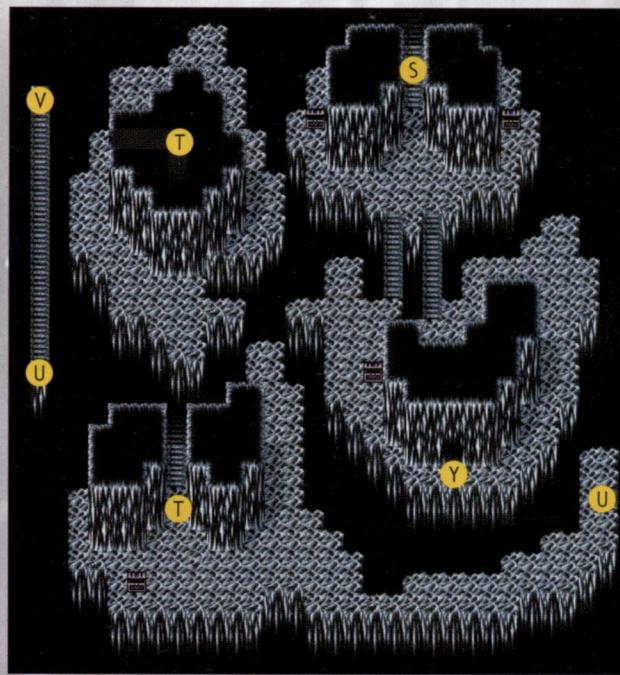
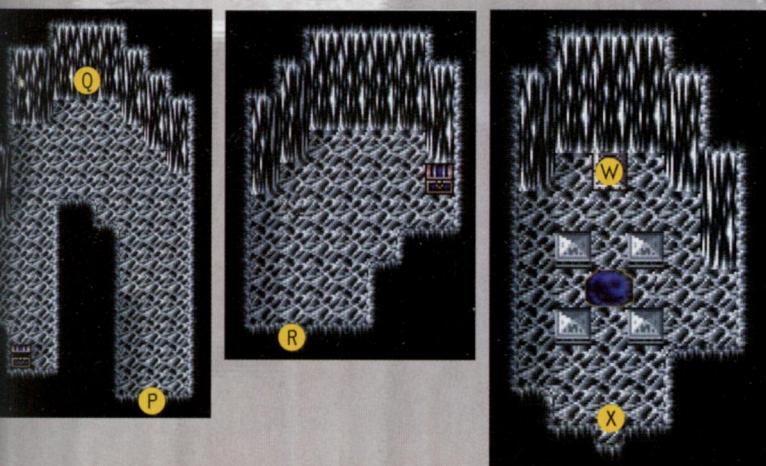
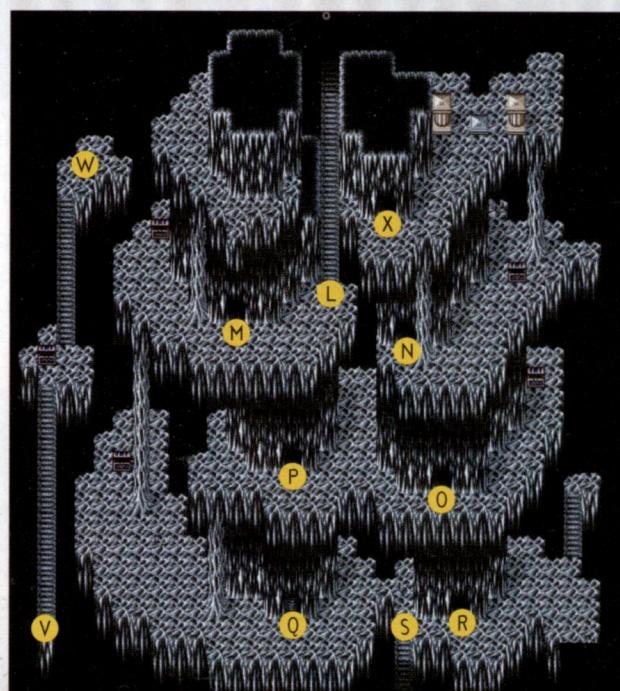
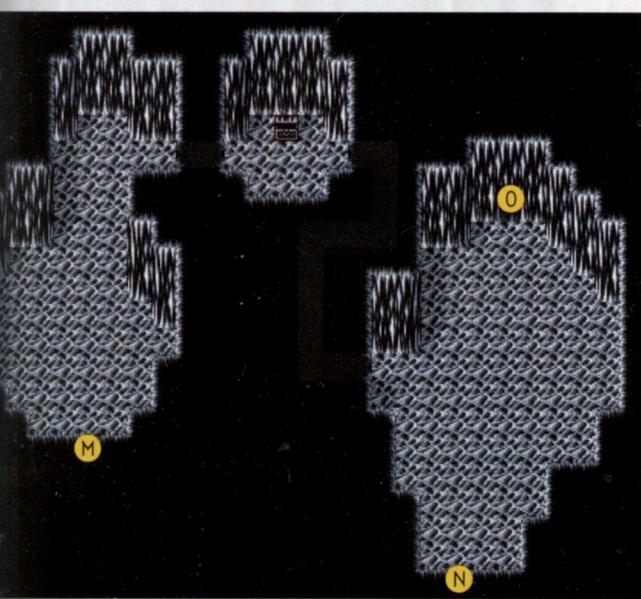
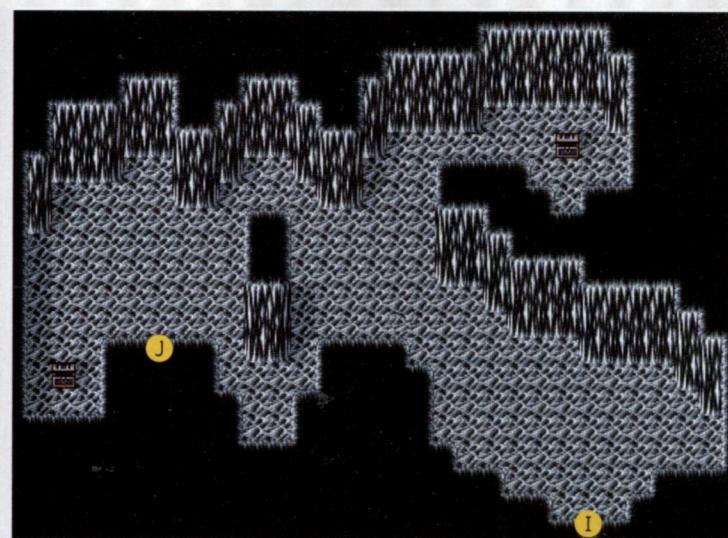
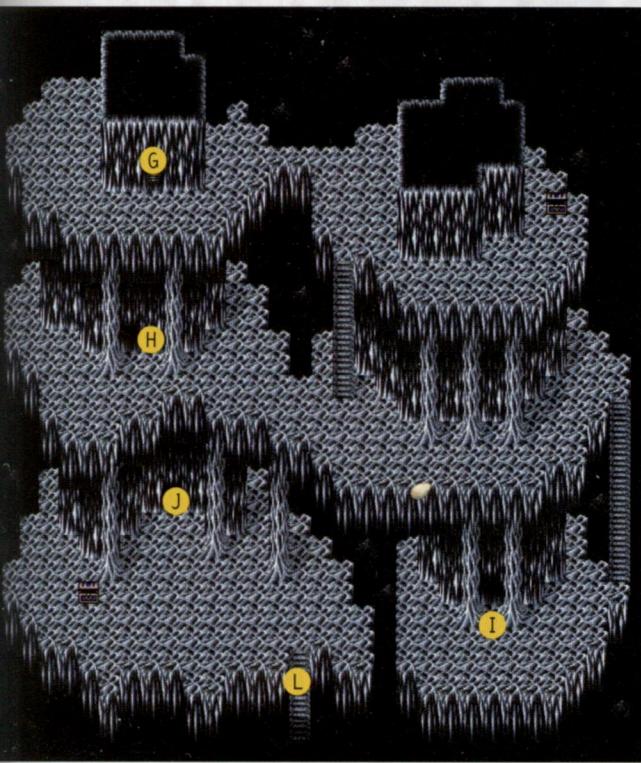
Ninja (clothes)
 Sage (staff)
 Murasame
 FireLash
 Dragon (shield)
 Dragon (helm)
 Dragon (armor)
 Dragon (gauntlets)
 Artemis (arrows)
 (2x10)
 Elixir (2)
 Blizzard
 X-Potion
 Stardust (rod)
 Crystal (shield)
 Protect (ring) (2)
 Crystal (armor)
 Crystal (gauntlets)
 White (robe)
 Crystal (helm)
 Fuma (4)
 Cabin
 Minerva (plate)
 Inferno
 Ribbon (2)
 HolyLnce
 Au Apple
 Ragnarok
 Masamune
 Whistle
 Crystal

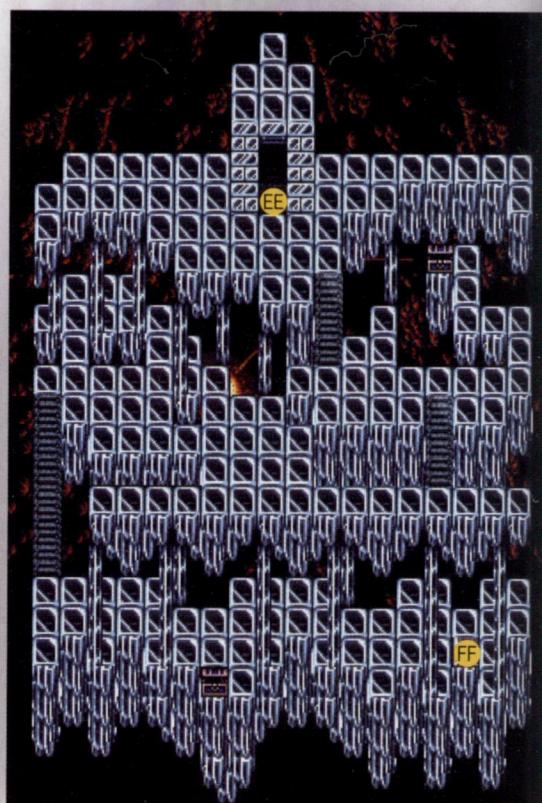
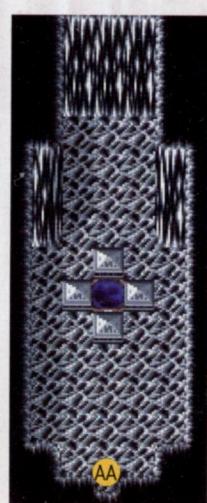
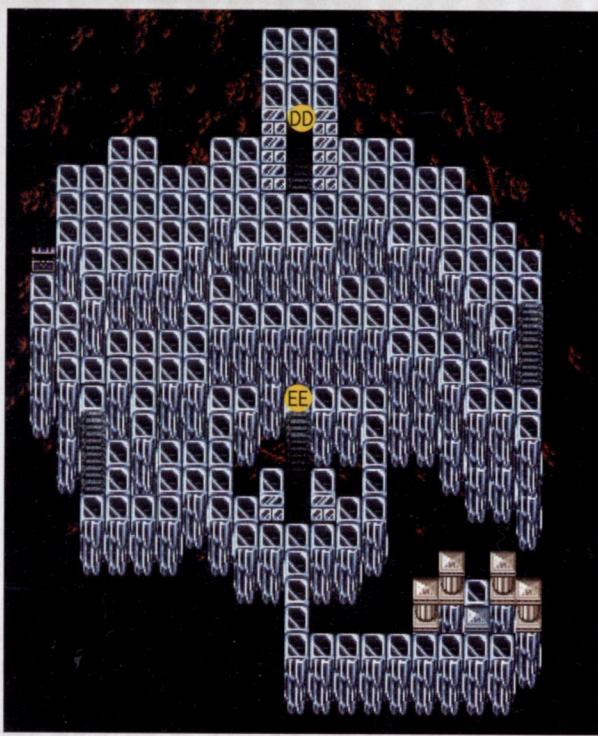
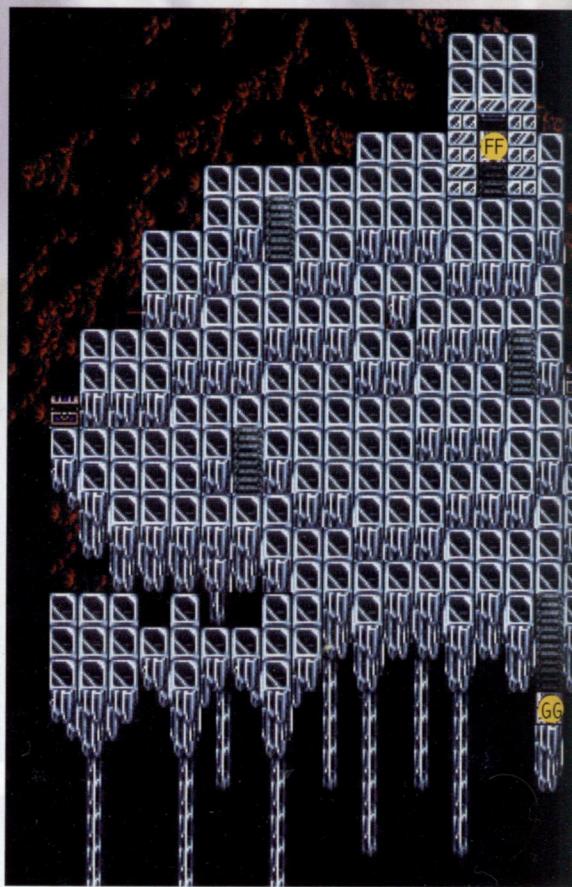
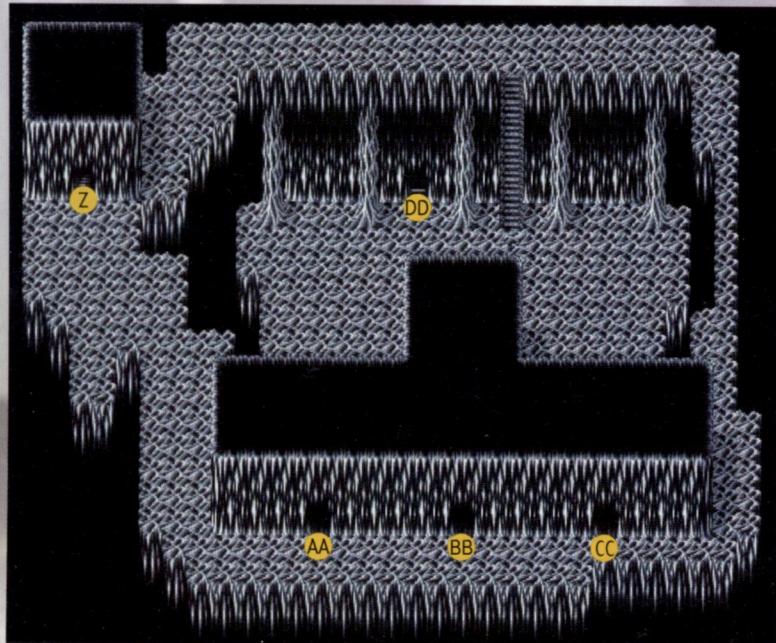


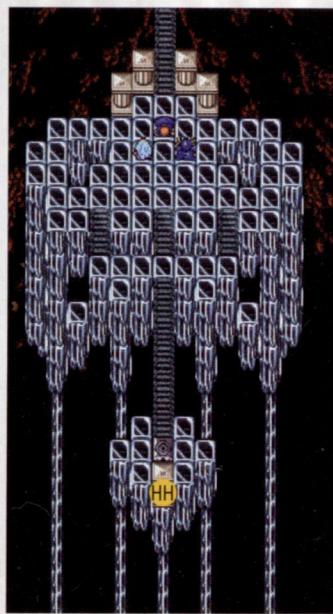
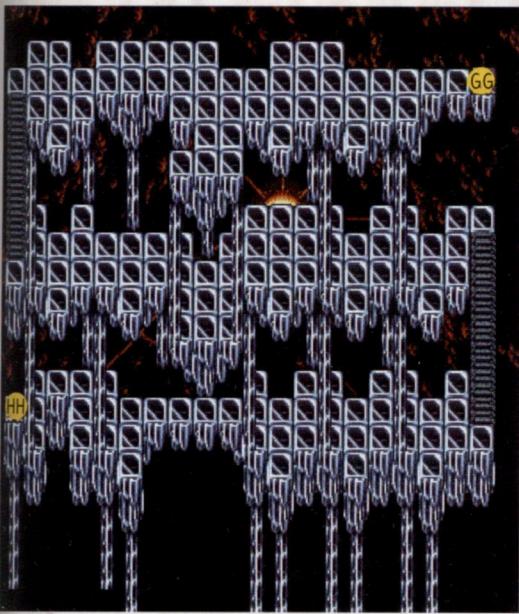
SUGGESTED		LEVELS
CECIL	ROSA	
57	56	
RYDIA	EDGE	
55	52	
FUSOYA		
58		



MISSION TO THE VILLAGE OF MIST







FuSoYa left the party to battle Zeromus, and you must follow to ensure that the universe is protected from the evil Lunarian. Along the way, several treasures marked on the maps are guarded by monsters. Proceeding further into the Lunar Subterrane, the enemies become increasingly difficult. However, the rewards and the EXP gained also increase by amazing amounts. You should be at the "suggested levels" listed before entering the core. Each character should gain about ten levels within the Lunar Subterrane to be ready for the final boss.

Several item markers on the maps are surrounded by white columns. Where there are pillars, there also exist extremely tough, special treasure monsters. The rewards for defeating these special enemies are the ultimate weapons. Consider them boss monsters. After defeating each one, you should cast an Exit spell to leave the Lunar Subterrane and recharge in the Crystal Palace on the surface. Then return and plunge further into the depths. Use the maps to navigate the hidden passages and collect all the great loot, and follow the boss strategies to eliminate the treasure monsters. Finally, Zemus beckons.

BOSS: WHITE DRAGON

HP: 32.700 EXP: 55.000 Gil: 0 ATK: 156 DEF: 5 Weak Vs.: None

The White Dragon can be challenged on level B3F, near the white pillars on the lower left side. Cast Float on the entire party before engaging the dragon in battle, so that its GaiaRage spell will be ineffective. Rosa should counter Slow spells with Haste. Avoid Bolt magic, as the White Dragon absorbs it. Rydia should summon Bahamut or cast Flare, while the other party members attack normally. Rosa should prepare a Cure4 spell every round, even if the party doesn't seem to need it. The White Dragon can take the entire party down to less than 10 HP with its Storm attack. The prize for defeating the White Dragon is Edge's **Murasame**.



BOSS: WYVERN

HP: 60.000 EXP: 64.000 Gil: 0 ATK: 160 DEF: 5 Weak Vs.: None

On level B6F of the Lunar Subterrane, navigate through the hidden passage on the left to the bottom of the area. The teleport pad on the far right side moves the party to the stairwell on the left. Ascend until you reach a room with a save point. Beyond it, at the very top of level B5F, is the sacred ground where the Wyvern resides.

Although it's possibly one of the fiercest treasure monsters on the moon, keep in mind that the Wyvern is merely a super-version of Bahamut, and you can use the same strategy to defeat it!



Before you get a turn, it will mostly likely kill one or more of your characters with its MegaFire attack. Immediately have Rosa cast Cure4 on the survivors, and have each character use a StarVeil or MoonVeil. Then have Rosa resurrect fallen comrades with Life2, and the others use StarVeils or MoonVeils on those comrades once they're back in action. If the Wyvern casts Wall on itself, reflect Rydia's black magic spells off one of your party members to strike the monster. Also, have Rydia summon Bahamut, while everyone helps finish the Wyvern with their regular attacks.

The reward for defeating the Wyvern is Cecil's **Ragnarok**, the most powerful of holy swords. Equip it and watch his attack power skyrocket!

BOSS: PLAGUE

HP: 33.333

EXP: 31.108

Gil: 550

ATK: 146

DEF: 5

Weak Vs.: Projec

The lair of the Plague stands on level B7F, right next to the save point. Be sure to at least record a Memo save before attempting this. The Plague starts the battle by casting Doom on the entire party at once, initiating a countdown. Have Rosa fire Artemis arrows while Kain attacks or Jumps with a spear, in order to exploit the creature's weakness against projectiles. Rosa's Holy spell is also very effective against the Plague. Meanwhile, have Rydia summon Bahamut as many times as possible before the countdown reaches zero. Edge should throw something powerful.



If it looks like you can't defeat the Plague before the initial countdown reaches zero, KO one of your party members and then revive him or her when the countdown has reached 4 or so. Whenever a KO'd party member is revived, the Plague will cast Doom on the party again, thus resetting the countdown on all surviving targets. If the additional time still isn't enough, repeat the process. Use Life or the spell Life1 to resurrect one character with just enough HP that he or she can be easily KO'd again if necessary.

The prize for eliminating the Plague is Kain's **HolyLnce**.

BOSS: LUNASAURS

HP: 23.000 ea.

EXP: 29.500 ea.

Gil: 0

ATK: 144

DEF: 4

Weak Vs.: None

The two **Ribbons** are protected by the Lunasaurs on level B7F, next door to the lair of the Plague. When the Lunasaurs cast Wall to protect themselves, have Rydia and Rosa reflect Fire and Holy spells off one of your party members to strike the monsters. Meanwhile Rosa should prepare to cast Cure4 often, since the Lunasaurs have a few tricks up their sleeves. By the time one of the Lunasaurs is gone, the Wall spell will probably have worn off the other one. Have Rosa cast Slow on the remaining monster, so that dead characters can be resurrected and the rest of the battle gets a little easier. Thus, most of the burden lies on Rosa, while the other characters attack normally. Afterward, you may gather the Ribbons. Return to the save point and save your game before moving onward.



BOSS: OGOPOGO

HP: 50.000

EXP: 61.000

Gil: 0

ATK: 150

DEF: 4

Weak Vs.: None

The white pillars on level B8F in the moon's crystal core mark the place where the characters will obtain Edge's Masamune. But just as the heroes start to walk away with the treasure, Oogopogo attacks.



This super-version of Leviatan is quite a bit tougher than the Wyvern, since the reflective strategy does not apply. Have Rydia summon Bahamut each turn, while Rosa desperately tries to keep everyone else alive. Edge should throw any expendable weapons from your inventory. If everyone seems to be staying alive between the double Big Wave assaults, then have Rosa cast Holy to bring the battle to a swift conclusion. Then you may truly claim and equip Edge's **Masamune**.



Super Villains

As if the monsters in the Lunar Subterrane weren't difficult enough, the encounters in the crystalline lunar core border on nightmarish. A frequently encountered monster named EvilMask casts Wall on itself or the party. This makes magic use extremely difficult, especially casting Cure spells on your fellow fighters. Just allow characters to be killed, which nullifies the Wall spell. Then have Rosa cast Life2 on the fallen member. Summon Bahamut and use regular attacks to defeat EvilMasks.

Behemoths are frequently encountered on the lower levels of the core. Just fire away and destroy them as quickly as possible. You'll also encounter triple Red Dragons. The other dragons can't fit onscreen, so they will appear one after another. Use Edge's Flood spell and target Rydia's Ice3 spell at multiple opponents to make the job easier.

Mind and Breath

Level B11F proves most challenging, since it is dominated entirely by semi-boss monsters called Mind and Breath. These are the astral projections of Zemus, and they are quite intimidating.



Against the orange-colored Breath monster, you have about ten rounds in which to destroy it before it launches its massive Blast attack, which levels the entire party to below 10 HP. Until then, it will continually Scan your party members and nothing else. Pound it with your regular attacks. Summoning and casting magic against Breath is a waste.



If you encounter the purplish Mind enemy, escape, cast Exit, or use Edge's Smoke skill to get away. The Mind is capable of casting Charm to confuse the entire party at once, and what happens next isn't funny. The Breath monster is more rewarding to kill anyhow, so don't waste your time on the Mind.



Battle of the Lunarians

On level B12F of the lunar core, the party will witness a battle where Golbez and FuSoYa defeat Zemus quite easily. But the villain is not to be outdone yet. In its new spectral form, Zeromus absorbs magic and spits it right back at the duo, wiping the floor with them. The party will be KO'd as well, but your friends back home send you their energy to help you defeat the evil.

ZEROMUS

The final battle is now at hand. This confrontation is quick-paced and dangerous, so be on your toes. Here are some tips to help you finish the game in style so that you can view the much-deserved ending.

Your party should be at the following levels in order to defeat Zeromus successfully. If not, expect to be wiped out in three or fewer rounds. The characters need all the speed and agility they can muster. For an even simpler battle, make your characters gain another ten levels each.

SUGGESTED LEVELS	
CECIL	ROSA
67	66
RYDIA	EDGE
64	64
FUSOYA	
68	

The Dark Matter

Cecil must use the Crystal to make Zeromus reveal its true form, so that it can be vulnerable to attack. Know in advance that Zeromus's true form uses an attack called Big Bang, which damages all of your party by 2000 HP. That's a lot of damage to recover from. There is a way to dampen the effect of the Big Bang. Before using the Crystal on Zeromus, have Edge steal the DkMatter item from the creature. With this item in your inventory, the Big Bang's poison-like aftereffects won't be as harmful. Just have all the characters Parry, and when it's Edge's turn try to steal. However, snagging the DkMatter can be a time-consuming process, especially if Edge's character level is low. You will probably find it worthwhile, though, so just be patient.

Each Desperate Turn

Whether or not you've stolen the DkMatter, have Rosa cast Shell on the entire party, then wait until Cecil's next turn and use the Crystal on Zeromus. After it transforms, Rydia should summon Bahamut or cast Flare and Rosa should prepare a Cure4 spell even if Zeromus hasn't performed Big Bang yet. Since you certainly won't need them after this battle, have Edge throw any high-powered weapons not currently equipped, such as Excalibur, the Defense sword, or the HolyLnce. Any of these will easily take down 9999 HP.

Zeromus is mostly a counterattacking beast, meaning that it doesn't attack until you do, and its barrage will eventually taper off if you stop attacking. So if half your party is decimated and needs to be revived, stop attacking! Zeromus may attack once or twice more, but eventually you will get some time to restore fallen characters. Also, whenever Zeromus casts Black Hole to remove your protective magic, recast Shell or armor.

QUEST COMPLETE

What should just about do it for Zeromus. You've just completed one of the hardest RPGs ever made. If you get killed the first time, don't stress out because **I got creamed too!** Maybe you should level up your characters some more in the Lunar Subterrane, or perhaps you should try a little harder to steal that DkMatter. Either way, don't shut your machine off because a brand new CG plays before the credits, and it's really awesome. So now what? Use your last save to go back and try harder to gain rare items, or to encounter a PinkPuff. More details follow in the *Secrets* chapter...

GAME SECRETS



This section is full of extras, cheats, and side quests to engage in while playing *Final Fantasy IV*. These include events that occur outside of the story, and monsters that yield nice treasures.

RARE ITEMS IN THE WORLD AND LUNAR SUBTERRANE

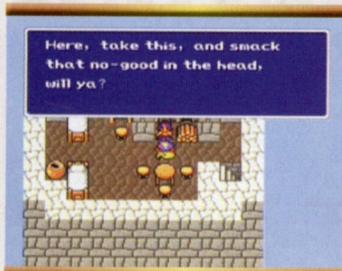
Each time you win a random battle against one of these monsters, there is a slim chance that you will win an item. There is an even slimmer chance that the item will be one of these rare treasures.

RARE ITEM	ITEM DESCRIPTION	MONSTER(S)
Artemis	The best bow.	Kary
Glass	This helm prevents most status effects.	EvilMask
Zeus	Effective gloves against giant monsters. Prevents Mini.	Skulls, RedBones
CrysRing	Prevents Sleep, Paralyze, and Confuse.	Red D.
PwrVest	Raises Strength stat, but only provides average defense power.	Behemoth
Cursed	This ring absorbs fire, bolt, and ice attacks, but lowers stats.	Spirit, Soul, Ghost, Hooligan, D.Bone, D.Fossil
Dragon	Powerful dragoon spear.	Blue D., Red D.
PinkTail	Trade this item for the Adamant armor at Adamant Grotto.	PinkPuff
Gorgon	This sword can cause Gradual Petrify.	BlackLiz, Medusa, Gorgon
Serpent	Rydia's whip. Effective against dragon-type monsters.	Blue D.
Lilith	Absorbs the enemy's HP. Use this rod to cast Drain.	Lilith
Rune Axe	Most powerful axe. Strong against magic users.	MacGiant, RedGiant
Silence	This staff causes Silence. Also improves the Will stat.	Marion, Sorcerer, Conjurer
Cocatris	Teaches Rydia how to summon Cocatris.	Eagle, Cocatris, Roc Baby
Imp	Teaches Rydia how to summon Imp.	Imp, Imp Cap, Dark Imp, Tricker
Bomb	Teaches Rydia how to summon Bomb.	Bomb, GrayBomb, Balloon, Grenade
Mage	Teaches Rydia how to summon Mage.	Mage



DEVELOPERS' ROOM

There is a Developers' Room inside the Dwarven Castle, where you will run into some of the staff like Mr. Sakaguchi and Mr. Uematsu. To get there, go to the Rally-ho Pub. The pub entrance is hidden between the Weapon and Armor Shops on the second floor. Inside the pub, there is a secret passage that starts from the bottom right wall. Go through the wall and to the Developers' Room.



THE SYLPH SUMMON AND THE KNIFE

While in the Underworld, head to the Sylvan Cave located near the Tower of Babil. Use the maps in the Sylvan Cave section of the Walkthrough to work your way to the bottom of the cave. Inside a small house, Yang rests in bed. Attempt to talk to Yang and the Sylphs. Later, speak to Yang's wife in Fabul. She gives you the **Pan**. Take the Pan back to Yang in the Sylvan Cave and use it on him. Talk to the Sylphs to acquire the **Sylph** summon. Go back to Fabul and talk to Yang's wife again to receive the **Knife**. Note that you must visit the Sylvan Cave before going to the moon in order to get the Knife.

If you don't want to bother going back and forth between the Underworld and the surface, there's another way to acquire the Sylph summon: however, you won't get the Knife. Simply go to the Sylvan Cave after the Giant of Babil sequence and speak to the Sylphs. Yang won't be there, but the Sylphs will still teach Rydia how to summon them.

EXCALIBUR

Collect the Rat Tail from the land of Summons. Then head to Lythril Village with the hovercraft (looked to the Enterprise). Now follow the shallows southeast to the cave. This is Adamant Grotto. Once inside, walk straight ahead and talk to the character in blue. Hand him the Rat Tail and he

will reward you with a piece of **Adamant**. Now go back to the Underworld and head south to Kokkol's Smithy. Go upstairs and hand Kokkol the piece of Adamant you received, and he will make you the **Excalibur** sword. You must travel to the moon before the sword will be ready.



THE ADAMANT ARMOR

There is a single room on B5 of the Lunar Subterrane, right before descending to B6, wherein the party can find the Inferno item. Here, you have a very slim chance of encountering a creature called a PinkPuff. Use the Alert item to try to call PinkPuffs immediately. After defeating them, you might receive the PinkTail if you are lucky: this item is very difficult to obtain. Take the PinkTail to the tail collector in Adamant Grotto to receive the **Adamant** armor.

ITEM DUPLICATION TRICK

Follow these steps exactly to duplicate any weapon or shield. These items can then be sold for massive amounts of money, or Edge can throw them at enemies to cause great damage! This is a great way to counteract the high prices of items in the shops.

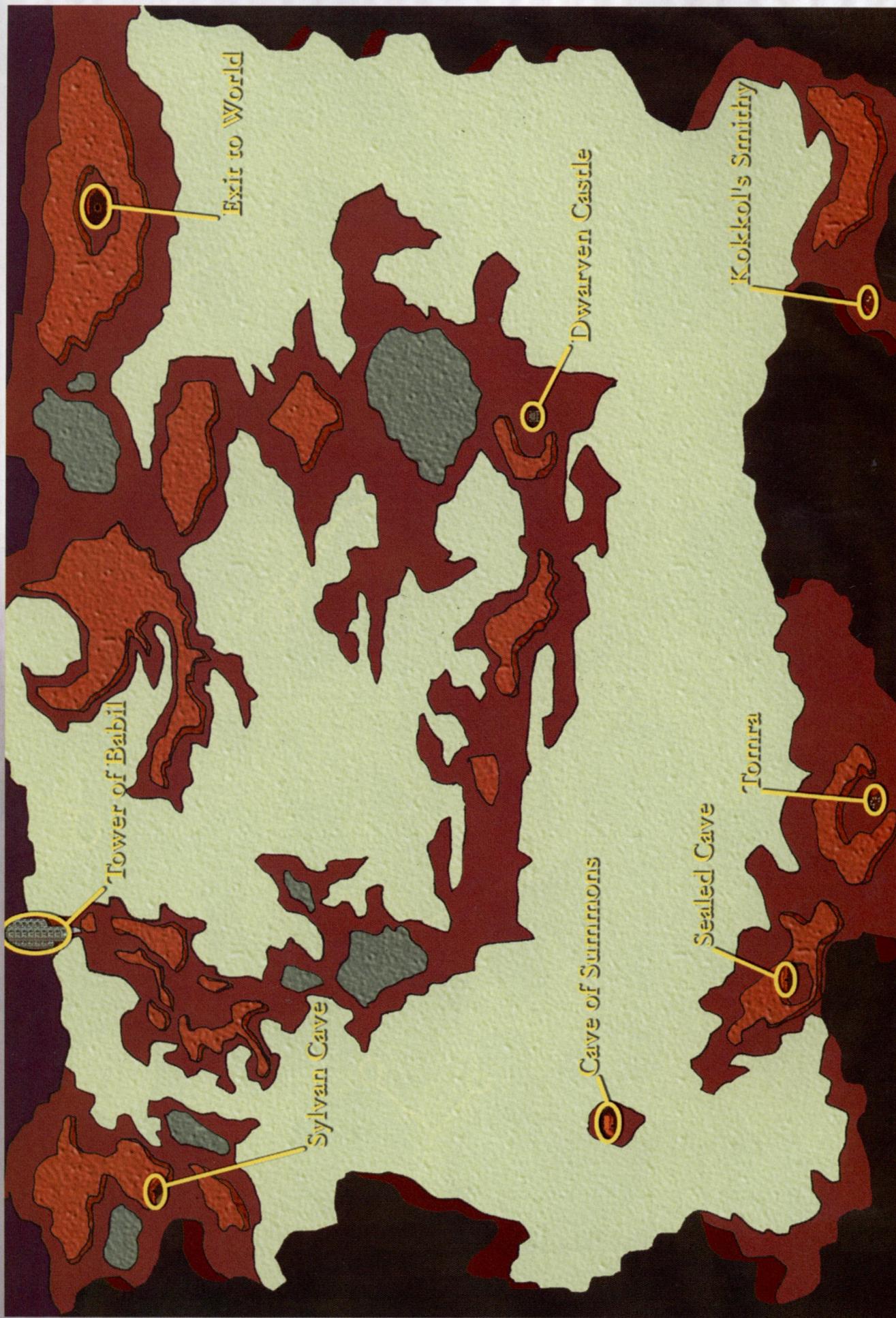
- 1. Equip Cecil with the Ancient sword, which can be sold for 9500 Gil. (There are other weapons that sell for even more.) Then engage in a random battle in an area where the enemies aren't too tough.
- 2. When it's Cecil's turn, choose the Item command. Select an empty space in the inventory **first**, and **then** remove the Ancient sword from Cecil's right hand.
- 3. Finish the battle and open the menu. Equip Cecil with the Ancient sword. Only this time, it shows that there are two Ancient swords in his hand.
- 4. To separate the swords, remove the two Ancient swords from Cecil's hand again. Then equip it again right away. This time, only one Ancient sword will be equipped in his hand and the other will remain in the inventory.
- 5. Stack up as many Ancient swords as you like. When you reach 100 or so (one inventory slot can hold up to 99), you can trade them in for 950000 Gil! Now you're fully financed, and you can purchase whatever armor and items you need for the road ahead.



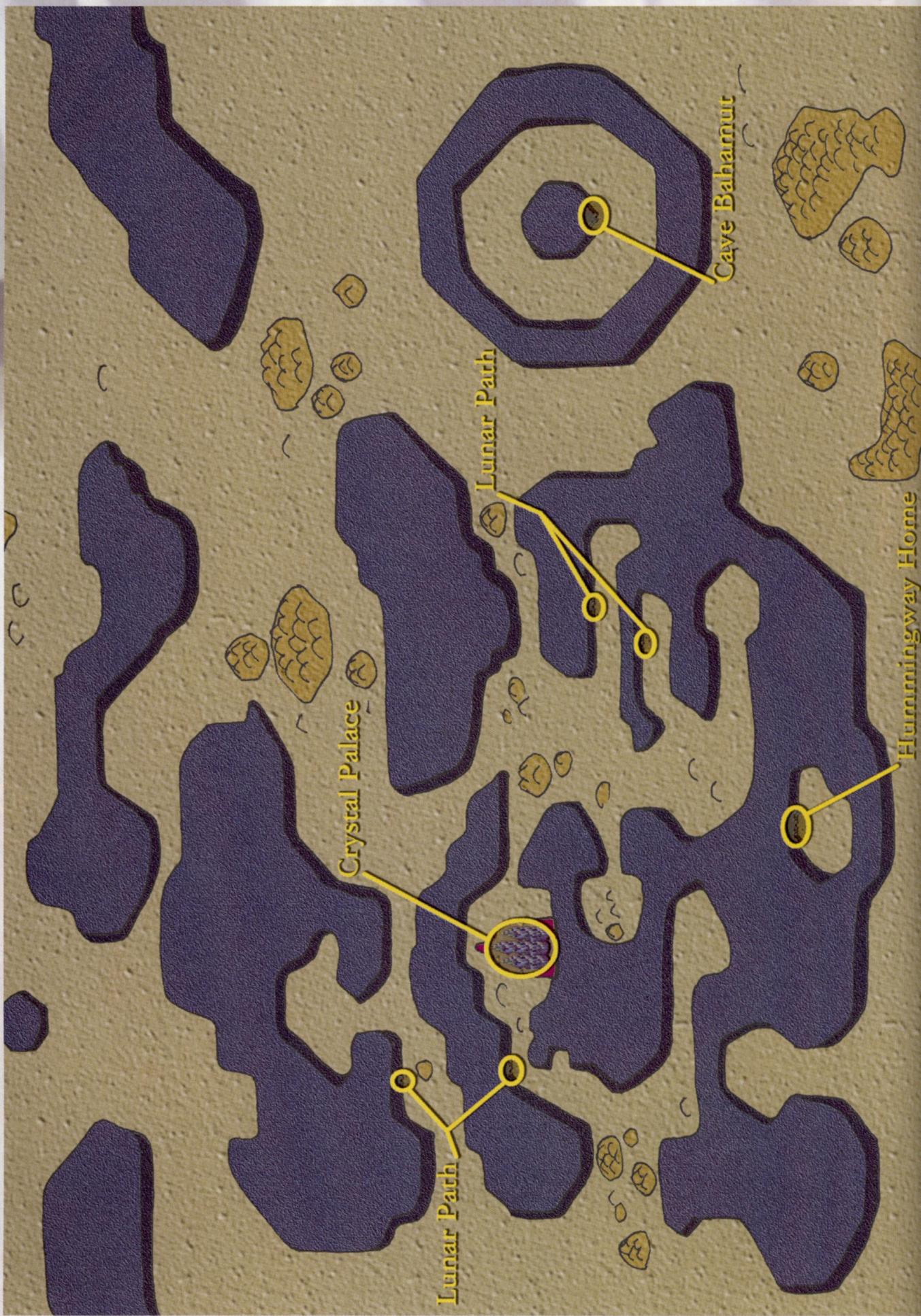
WORLD MAPS

WORLD





MOON'S SURFACE



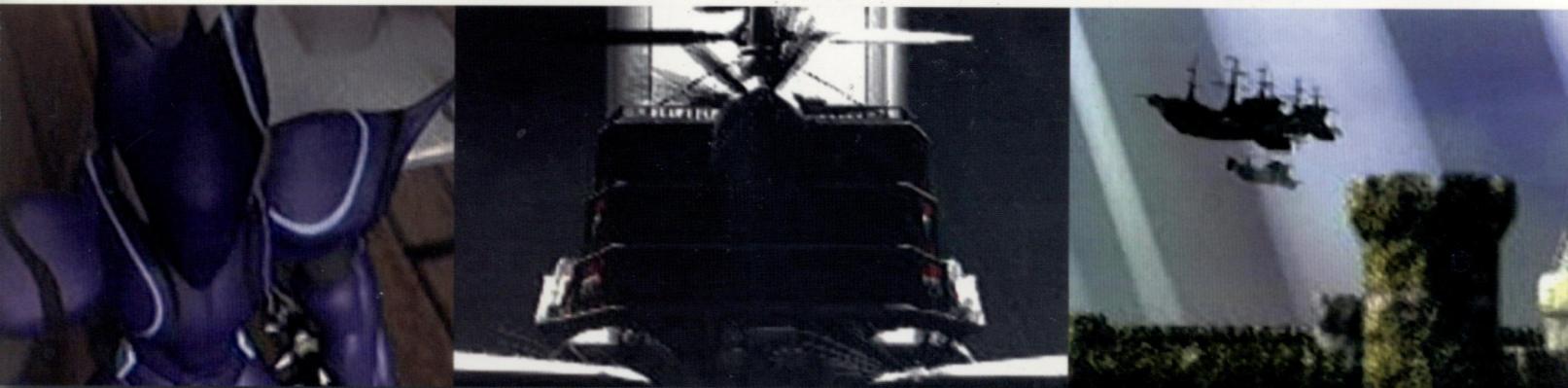
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OFFICIAL STRATEGY GUIDE



FINAL FANTASY® IV



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